

HIGHER NITEC IN TECHNOLOGY – GAMES PROGRAMMING & DEVELOPMENT

Course Code: HTGPD

COURSE OBJECTIVE

This course provides students with the skills and knowledge to write game codes using scripting and programming languages to support game development on various platforms.

COURSE STRUCTURE

| S/N | Module Details | Module Code | Module Objectives |
|-----|--|--|--|
| C1 | Game Design Principles 48 hrs (T) 72 hrs (P) Credits: 7 Prerequisite: Nil | GD4111FP | On completion of the module, students should be able to conduct market research, determine game genre and features, create game design documents, integrate game audio and craft gamification approaches. They will also be able to build and present mini prototypes. |
| | | Equivalent Code GD4005PA GD4101FP | |
| C2 | Game Level Production 30 hrs (T) 90 hrs (P) Credits: 7 Prerequisite: Nil | GD5111FP | On completion of the module, students should be able to outline game stories, analyse user interface (UI) requirements, create game scenes, conduct peer review sessions and refine game designs. |
| | | Equivalent Codes GD4006PA GD5101FP | |
| C3 | Programming Fundamentals 36 hrs (T) 84 hrs (P) Credits: 7 Prerequisite: Nil | GD4112FP | On completion of the module, students should be able to implement game programs, perform game debugging and code optimisation, refine game features, analyse game specifications and perform basic hardware troubleshooting. |
| | | Equivalent Codes GD4009PA GD4102FP | |
| C4 | Game Interactive Development Techniques 24 hrs (T) 96 hrs (P) Credits: 6 Prerequisite: Nil | GD4114FP | On completion of the module, students should be able to analyse game design documents, conduct feasibility studies, evaluate game engines, implement game programs, implement AI in games and deploy games to server. |
| | | Equivalent Codes GD4010PA GD4104FP | |
| C5 | Game Programming 36 hrs (T) 84 hrs (P) Credits: 7 Prerequisite: Nil | GD4113FP | On completion of the module, students should be able to implement game programs, create game scenes, integrate game user interfaces (UI) and game audio. They will also be able to build and present mini prototypes. |
| | | Equivalent Codes GD5204PA GD4103FP | |
| C6 | Mobile Game Development 36 hrs (T) 84 hrs (P) Credits: 7 Prerequisite: Nil | GD5112FP | On completion of the module, students should be able to integrate game user interfaces (UI), apply physics in games, perform code optimisations and iterative development/rapid prototyping, generate technical documentations and implement multi-platform programming. |
| | | Equivalent Codes GD5205PA GD5102FP | |

Abbreviations: T – Theory, P – Practical

CREDITS FOR CERTIFICATION

Total of 41 credits from successful completion of 6 modules.

VENUE

ITE College Central

Note:

- 1) The training schedule of lessons is subject to change.
- 2) Depending on the demand, not all the modules in the CET *Higher Nitec* in Technology courses will be offered in each intake. Where the modules are offered and there is insufficient enrolment, the classes will be cancelled and a full refund will be given to the affected students.