Game Progamming						
Course Code CIF62042		**Student Workload** 90 hours	**Credits** (according to ECTS) 4.5	**Semester** Sem. 6 & 8	**Frequency** each even-semester	**Duration** 16 meetings
1	**Types of courses** *elective*		**contact hours** 63 hours	**independent study** 27 hours		**class size** 40 students
2	**Prerequisites for participation** Completed Interactive System Programming (CIF61018)					
3	**Learning outcomes** IF-ILO-3 Graduates are able to develop professional careers in the field of computer science based on quality aspects, data-based decision making, be responsible, and make continuous improvements. IF-ILO-7 Mastering the theoretical concept and principles of computer science, especially in the aspect of algorithms, programming, intelligent systems, information management, parallel and distributed computing, information security, human-computer interaction, software engineering, and fundamentals of computer systems and networks. IF-ILO-14 Graduates are able to engineer and evaluate the implementation of various types of Human-Computer interaction.					
4	**Subject aims** Students are able to apply engineering principles to produce software on game platforms (CPL: KK3) Students are able to engineer and evaluate the application of various types of interactions between users and computers (CPL: KK5)					
5	**Teaching methods** lectures, case study, class discussion, presentation, practice					
6	**Assessment methods** assignment, mid-term examination, end-term examination, project evaluation, practical-skill assessment					
7	**This module is used in the following degree programs as well**					

8	**Responsibility for module**
9	**Other information** 1. Kevin Hawkins. OpenGL Game Programming. Cengage Learning, 2002. 2. Luke Benstead. Beginning OpenGL Game Programming, Second Edition. Cengage Learning, 2009. 3. Jason Gregory. Game Engine Architecture, Second Edition. A K Peters, 2014. 4. Eric Lengyel. Mathematics for 3D Game Programming and Computer Graphics", Cengage Learning, 2012