

VIST gegevens CreaTe

Vaknaam	NM5: Game Development		
Vakcode	6700050		
ECTS	6		
Vakbeschrijving	The course gives an introduction in the design development of (digital) games. Attention will also be given to the analysis and critical comparison of games, using game interaction patterns, as well as popular technologies for games, both online such as Unity, flex/as3, and PC and console based games, including DirectX, XNA, and the Half Life 2 SDK. Recommended literature: Gregory Trefry, Casual Game Design: Designing Play for the Gamer in ALL of Us (2010) Online reference(s): * unity3d.com * www.criticalgames.com * pervasivegames.wordpress.com * www.gamedesignpatterns.org		
Doel	Analysis and construction of (serious) games.		
Fase	B2		
Kwartiel	3		
Docenten	Prof. Dr. A. Eliens		
Tentamenvorm	Individual and group assignments		
Extra informatie	Online: http://create.eliens.net		
Aantal studenten	Min:	15	Max: 30
Contacturen per week	4		
Taal vak	english		
http-adres	http://create.eliens.net		
Inschrijvingseisen	For Creative Technology students only.		
Voorkennis verplicht	NM3, NM4		
Voorkennis noodzakelijk	nvt		
Voorkennis wenselijk	nvt		
Voorkennis voor	nvt		
Collegevorm	Lectures and project assignments.		
Literatuur	Online: http://create.eliens.net		
Studiemateriaal	Online: http://create.eliens.net		
Afnemende opleidingen	Creative Technology		
Aanwezigheid verplicht J/N	yes		

