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 Equivalent Code GD4005PA GD4101FP	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.
C2	**Game Level Production** 30 hrs (T) 90 hrs (P) Credits: 7 Prerequisite: Nil	GD5111FP Equivalent Codes GD4006PA GD5101FP	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.
C3	**Programming Fundamentals** 36 hrs (T) 84 hrs (P) Credits: 7 Prerequisite: Nil	GD4112FP Equivalent Codes GD4009PA GD4102FP	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.
C4	**Interactive Development Techniques** 24 hrs (T) 96 hrs (P) Credits: 6 Prerequisite: Nil	GD4114FP Equivalent Codes GD4010PA GD4104FP	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.
C5	**Game Programming** 36 hrs (T) 84 hrs (P) Credits: 7 Prerequisite: Nil	GD4113FP Equivalent Codes GD5204PA GD4103FP	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.
C6	**Mobile Game Development** 36 hrs (T) 84 hrs (P) Credits: 7 Prerequisite: Nil	GD5112FP Equivalent Codes GD5205PA GD5102FP	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.

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 offeredin 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.