



Sub Committee - Specialization for Curriculum Development

Post Graduate/ Under Graduate

Course Title: Game Design

Course Code:

Number of Credits : 4

Level : 3

Learning Objective/Outcome (s): After Successful completion of this course students are able to

- Understand Game design principles
- Learn concepts of Game Market and distribution
- Develop 2D Graphics game for Mobile device
- Understand 3D Graphics
- Develop 3D Games for various mobile platforms
- Understand Game Manager and Game Engines

Pedagogy:

- Lectures
- Class Discussion
- Lab Session

Pre-learning:

- Mobile Application Development
- Android Application or iOS Application Development
- Knowledge of Programming Language

Course Outline:

Sr.No.	Topics	Hours
1	Introduction to game design, Games Platform, Game Design principles ,History	3
2	Creating Game interface, Introduction to Game Market and distribution	3
3	2D/3D Graphics tools and concepts	4
4	Introduction to 3D graphics , basic animation	20

5	Game systems, Game Managers , Game engines	5
6	3D Game development, rotation, Object creation, Movements of objects	25
Total		60

Books Recommended:

1. Game Development Essentials: An Introduction by Jeannie Novak
2. Mobile 3D Game Development: From Start to Market by Carlos Morales David Nelson

Suggested Assessment/ Evaluation Methods:

On line Test
 Lab Examination
 Viva
 Mini Project

Benchmarked against similar courses in other national/ international universities /organizations :

S. No.	Name of the Course	Name of University where it is offered
	Game Design	University of Sothern California

Name of Members	Mr. Shrikant Mapari				
Designation	Asst. Professor				
Org. / Inst.	SICSR				
Signature					

Name of Experts					
Designation					
Org. / Inst.					
Signature					

Signature of Dean:

Date:

