



## Sub Committee - Specialization for Curriculum Development

### Post Graduate/ Under Graduate

**Course Title:** Game Design

**Course Code:** T3588

**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
	<b>Total</b>	<b>60</b>

**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:

