Modules Covered

1st Year

- Computer and Graphics Architectures
- Programming in C++
- Mathematics for Applications Development
- Narrative Theory in Interactive Game Design
- Media Production for Games

2nd Year

- Graphics Programming
- Console Games Development
- Architectures and Performance
- Pathfinding and Agile Development
- Mathematics for Applications Development
- Game Engines

3rd Year

- Graphics Programming with Shaders
- Audio Programming
- Network Programming
- Prototype Games Development
- AI for Games Development
- Mobile Device Programming
- Network Programming for Mobile Devices

4th Year (current)

- Honours Project – currently investigating fast multi-layer perceptron training techniques and testing their performance in a game scenario
- Applied Games Technology
- Tools Programming