# 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