B.Voc. in Game Design

Syllabus

First Semester	1. English 2. Engineering Math 3. Computer Architecture 4. Environmental Science 5. Fundamentals of Programming 6. C Programming 7. Introduction to Linux Programming
Second Semester	1. Advanced Engineering Math 2. Fundamentals of DBMS 3. Network Fundamentals 4. Object Oriented Programming 5. Operating System Concepts 6. OOP through C++/JAVA 7. Advanced Linux Programming & Networking

Third Semester	1. Fundamentals of Data Structure 2. Fundamentals of Game Physics 3. Design & Analysis of Algorithm 4. System Analysis & Design 5. Computer Graphics & Animation 6. Data Structure through C 7. Graphics Programming using OpenGL & others
Four Semester	1. Advanced Data Structure 2. Introduction to Game Development 3. Mobile Application Development 4. AI Basics (Problem Solving, Planning, Uncertain Knowledge & Reasoning, Learning) 5. Searching & Optimization 6. Advanced Data Structure 7. Game & Mobile Application Development-1
Fifth Semester	1. Computer Vision & Pattern Recognition (Image Processing) 2. Natural Language Understanding 3. Robotics & Perception 4. Knowledge-based AI 5. Game AI 6. Matlab Programming 7. Game & Mobile Application Development-2

| **Sixth Semester** | 1. Project |