



**AMERICAN UNIVERSITY
OF CYPRUS**

Course Code MG351	Course Name Scripting for game development	ECTS Credit 7.5
Pre-Requisite	Course Type Major Elective	Language of Instruction English
Year of Study 3 rd / 5 th	Level of Course BSc/1st Cycle	Mode of Delivery On Campus

Course Objectives:

The aim of the course is to present to students various scripting languages used in the electronic game development industry.

Learning Outcomes:

Upon successful completion of the course, students will be able to:

- Create scripts in scripting languages
- Describe and discuss different types of scripting programming languages
- Explain why some aspects of game development require scripting instead of encoding in low level programming languages
- Use game machines that provide scripting mechanisms

Teaching Methodology:

Lectures 42 Hours

Labs 30 Hours

Course Content

Presentation of scripting languages.

Programming with scripting

Deployment with scripting

Recent developments and contemporary issues related to the subject matter of the course

Assessment Method

Final Exam

Mid-Term/Lab Exams

Assignments

Required Textbooks/Reading:

Title	Author(s)	Publisher	Year
ROBLOX Lua: Scripting for Beginners, CreateSpace Independent	D. Snipp	Publishing Platform	2015
ActionScript 3.0 Game Programming University	Rosenzweig	Que Publishing	
Unreal Development Kit Game Programming with UnrealScript: Beginner's Guide	Cordone	Packt Publishing	2011