



**AMERICAN UNIVERSITY
OF CYPRUS**

Course Code MG481	Course Name Commercial Games Development	ECTS Credit 7.5
Pre-Requisite	Course Type Major Elective	Language of Instruction English
Year of Study 4 th /8 th	Level of Course BSc/1st Cycle	Mode of Delivery On Campus

Course Objectives:

The aim of the course is to provide a platform for students to engage with the complete development process of an electronic game software.

Learning Outcomes

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

- Identify, demonstrate and execute the appropriate industrial and development practice for electronic gaming software.
- Design, implement and develop a commercially viable software
- Identify specific issues related to the performance and accessibility of the SDK that you give them
- Understand the fundamental principles of legal, social and ethical issues in the field of game development.
- Recognize, understand and comply with issues related to personal ownership, licensing quality and financing of an electronic gaming software.
- Present the final product and face relevant software creation.

Teaching Methodology:

Lectures 42 hours

Labs 30 hours

Course Content:

- Input and display devices
- Platform hardware and associated SDK use
- Camera control, collision detection, AI or proceduralism
- Integration of graphic resources, animation, effects and shaders
- Audio processing, environmental audio, music and event driven effects
- Network protocols, multiplayer technology, gameplay and mechanics
- Monetisation, marketing, management, social media, funding and ethics
- Deployment testing, profiling and optimization techniques

- File formats, game persistence, build engineering
- Licensing, copyright, royalty rate and distribution

Assessment Methods:

Final Exam

Mid-Term/Lab Exams

Assignments

Required Textbooks/Reading:

Title	Author(s)	Publisher	Year
Games Programming Gems 6.	Dickheiser M. et.al,	Charles River Media	2013