Course Syllabus

Code - Course Title	**ANİ450 - Computer Game Design II**
Course Type	VIII. SEMESTER
Laboratory + Practice	3+1
ECTS	**4.5**
Language of Instruction	Türkçe
Course Type	Area Elective Courses
Course Instructor(s)	ARAŞ. GÖR. HALİM YENTÜR

Mode of Delivery	The mode of delivery of this course is face to face.
Prerequisites	There is no prerequisite or co-requisite for this course.
Courses Recomended	There is no recommended optional programme component for this course.
Work Placement	N/A

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Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Detailed Design Docs	
Week - 2		Asset Design	
Week - 3		İçerik Tasarımı	
Week - 4		3D Level Design	
Week - 5		3d Level Design	
Week - 6		Game Interface Design II	
Week - 7		Game Mechanics II	
Week - 8		Digital Sound for Game II	
Week - 9		VFX Design in Games	
Week - 10		Game Project II	
Week - 11		Game Project II	
Week - 12		Game Project II	
Week - 13		Game Project II	
Week - 14		Game Project II	

Learning Outcomes

#	Learning Outcome
1	Establish fundamental skills in game theory, pre-production techniques.
2	Build on your game design foundation and start to work effectively in teams.
3	Create your own playable 3D games.

Sustainable Development Goals

No content has been provided.

Course Theme

No content has been provided.

AKTS Workload

Activity	Duration (Hour)	Count	Workload
Teorik Derse Katılım	0	0	0
Sınıf Dışı Çalışma (Ön Hazırlık & Pekiştirme Amaçlı)	0	0	0
Ödevler	0	0	0
Proje - Rapor - Sunum Hazırlama	0	0	0
Ara Sınav Hazırlığı (sınav süresi dahil)	0	0	0
Final Sınavı Hazırlığı (sınav süresi dahil)	0	0	0
Uygulama (Laboratuvar, Müzik/Enstrüman Uygulaması, Atölye/Saha Çalışması vb.)	0	0	0
Staj Uygulaması	0	0	0
		Calculated ECTS	**0**

Assessment Method and Passing Requirements

No content has been provided.