

# GAME PROGRAMMING I

1	Course Title:	GAME PROGRAMMING I	
2	Course Code:	BLPS241	
3	Type of Course:	Optional	
4	Level of Course:	Short Cycle	
5	Year of Study:	2	
6	Semester:	3	
7	ECTS Credits Allocated:	3.00	
8	Theoretical (hour/week):	2.00	
9	Practice (hour/week):	0.00	
10	Laboratory (hour/week):	0	
11	Prerequisites:		
12	Language:	Turkish	
13	Mode of Delivery:	Face to face	
14	Course Coordinator:	Öğr.Gör. RUKİYE TOPUZ	
15	Course Lecturers:	Öğr. Gör. Faruk Kaynaklı	
16	Contact information of the Course Coordinator:	rtopuz@uludag.edu.tr 0224 294 26 77	
17	Website:		
18	Objective of the Course:		
19	Contribution of the Course to Professional Development:		
20	Learning Outcomes:		
		1	Basics of Game Programming
		2	2D and 3D Modelling
		3	
		4	
		5	
		6	
		7	
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		10	
21	Course Content:		
		<b>Course Content:</b>	
Week	Theoretical	Practice	
1			
2			
3			
4			
5			
6			
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22	Textbooks, References and/or Other Materials:	
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23	Assesment	
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TERM LEARNING ACTIVITIES	NUMBER	WEIGHT
Midterm Exam	1	40.00
Quiz	0	0.00
Home work-project	0	0.00
Final Exam	1	60.00
Total	2	100.00
Contribution of Term (Year) Learning Activities to Success Grade		40.00
Contribution of Final Exam to Success Grade		60.00
Total		100.00

Activites	Number	Duration (hour)	Total Work Load (hour)
Theoretical	14	2.00	28.00
Practicals/Labs	0	0.00	0.00
Self study and preperation			
Homeworks	0		
Projects			
Field Studies			
Midterm exams	1		
Others			
Final Exams	1		
Total Work Load			
Total work load/ 30 hr			
ECTS Credit of the Course			3.00

25	CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS															
	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ10	PQ11	PQ12	PQ13	PQ14	PQ15	PQ16
ÖK1	0	1	0	0	2	0	2	0	0	0	0	0	0	0	0	0
ÖK2	3	3	0	0	0	0	4	0	0	0	0	0	0	0	0	0
LO: Learning Objectives    PQ: Program Qualifications																
Contribution Level:	1 very low		2 low		3 Medium		4 High		5 Very High							