

# 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	
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		6	
		7	
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21	Course Content:		
		<b>Course Content:</b>	
Week	Theoretical	Practice	
1			
2			
3			
4			
5			
6			
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14		

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
Measurement and Evaluation Techniques Used in the Course		

24	<b>ECTS / WORK LOAD TABLE</b>
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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	<b>CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS</b>
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	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**

<b>Contribution Level:</b>	<b>1 very low</b>	<b>2 low</b>	<b>3 Medium</b>	<b>4 High</b>	<b>5 Very High</b>
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