	GAN	IE PR	OGRAMMING						
1	Course Title:	GAME P	ROGRAMMING						
2	Course Code:	IYZ2214							
3	Type of Course:	Compuls	sory						
4	Level of Course:	First Cyc	cle						
5	Year of Study:	2							
6	Semester:	4							
7	ECTS Credits Allocated:	5.00							
8	Theoretical (hour/week):	3.00							
9	Practice (hour/week):	0.00							
10	Laboratory (hour/week):	0							
11	Prerequisites:	None							
12	Language:	Turkish							
13	Mode of Delivery:	Face to t	face						
14	Course Coordinator:	Doç. Dr.	MELİH ENGİN						
15	Course Lecturers:	Doç. Dr.	Melih Engin						
16	Contact information of the Course Coordinator:	Doç. Dr.	. Melih Engin						
17	Website:								
18	Objective of the Course:	The stud	dent acquires general introductory knowledge about topics to game development and develops sample projects.						
19	Contribution of the Course to Professional Development:		ques used in game development, game engines, game gameplay tests.						
20	Learning Outcomes:								
		1	Students understand how game engines work						
		2	Students learn basic game design topics.						
		3	Can develop prototypes of game ideas.						
		4	Students know basic game Al algorithms.						
		5	Students know the stages of development of 3D game models.						
		6							
		7							
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		9							
		10							
21	Course Content:		0						
\\/a - L	Theoretical	Co	ourse Content:						
	Theoretical tanıtım		Practice						
2	Game Design Fundamentals								
3	Game Development Documents and	 							
	Examples								
4	Game Engine Fundamentals								
5	Version Control, Game Example I								
6	Character and Level Design								

7	Gar	ne Te	est																	
8	Exe	am 1																		
9	Gar	ne Te	esting																	
10	AI D	Develo	opmer	nt																
11	Patl	h Find	ding																	
12	Sea	rh Tr	ee																	
13	Proj	ject P	ropos	al																
14	14 Final																			
22	Textbooks, References and/or Other Materials:									Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C#, Jeremi Gibson Game Programming Algorithms and Techniques A Platform-Agnostic Approach, Sanjay Madhav The Art of Game Design: A Book of Lenses, İkinci Baskı, Jesse Schell										
23	Ass	esme	nt																	
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Quiz										0.00										
	ome work-project 0									0.00										
Final E							1		60	60.00										
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Midterr	n ex	ams							·	1			50.00			50.00				
Others									()			0.00			0.00				
Final E	xam	s								1			60.00			60.00				
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Total w	ork l	oad/	30 hr													5.07				
ECTS	ECTS Credit of the Course															5.00				
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25	CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS															
	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ1 0	PQ11	PQ12	PQ1 3	PQ14	PQ15	PQ16
ÖK1	4	5	3	5	2	5	3	4	0	0	0	0	0	0	0	0
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ÖK3	5	4	5	5	5	3	0	0	0	0	0	0	0	0	0	0
ÖK4	2	5	5	5	0	0	0	0	0	0	0	0	0	0	0	0

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