	GAM	E PRC	OGRAMMING I						
1	Course Title:	GAME PROGRAMMING I							
2	Course Code:	BLPS243							
3	Type of Course:	Optional							
4	Level of Course:	Short Cy	cle						
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:	None							
12	Language:	Turkish							
13	Mode of Delivery:	Face to fa	ace						
14	Course Coordinator:	Öğr. Gör.	. RUKİYE TOPUZ						
15	Course Lecturers:	Meslek Yüksekokulları Yönetim Kurullarının görevlendirdiği öğretin elemanları							
16	Contact information of the Course Coordinator:	rtopuz@uludag.edu.tr 0224 294 26 77							
17	Website:								
18	Objective of the Course:	game at t developm understat terminolo engines, as Artifici Compute game pro purpose	of the course is to give the student the ability to program a the beginning level through the stages of design, nent, testing and debugging and to develop an nding of the principles of game design, game programming ogy, technologies that form the basis of modern game and team project management. Since various fields such al Intelligence, Physics, Learning, Mathematics, Human or Interaction and Computer Graphics are also used in ogramming, it can be said that another and important of the course is to give the student a multi-disciplinary ive in computer science.						
19	Contribution of the Course to Professional Development:	Professionally provides; integrating information, transforming previously learned information into application, visualizing information, self-learning, learning, learning by having fun, high motivation.							
20	Learning Outcomes:								
		1	Develops basic 2D and 3D games using a game engine at an introductory level						
		2	Is able to implement and utilize various input devices—such as keyboard, mouse, gamepad, and touchscreen—in game development						
		3	Is capable of implementing required algorithms in the programming language supported by the game engine						
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21	Course Content:																			
	Course Content:																			
Week	Theo	Theoretical F																		
1	Basic	cepts	s on ga	ame p	rogran	nming														
2	Basic concepts on game programming																			
3	Algori in gan					l techn	ologie	es used												
4	Algori in gan					l techn	ologie	s used												
5	Algori in gan					l techn	ologie	s used												
6	Creati game					s and o	develo	ping												
7	Creati game					s and o	develo	ping												
8	Creating simple animations and developing games using game engine																			
9	Creati game				s and o	develo	ping													
10					s and o	develo	ping													
11	To us	games using game engine To use basic mathematics and physics knowledge in programming																		
12						and pl	hysics	;												
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ECTS (									Ţ	3.00										
Contrib	tribution of Final Exam to Success Grade										60.00									
Total	Fotal										100.00									
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Measur	e					hnique						Educati			ersity As	ssociate	and			
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Measur Course <b>24</b>	ECT	S /	WOF	RK L	OAD TRIE		LE N O	F LEA	Ur RN UA	IING ( LIFIC	OUTC ATIO	Educati	on Rec	PRO	ersity As n.	ME	PQ16			
Measur Course <b>24</b>	ECT	S /	WOF	RK L	OAD TRIE		LE N O	F LEA Q	Ur RN UA	IING ( LIFIC	OUTC ATIO	Educati	on Rec	PRO	ersity As n. GRAM	ME				

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ÖK3	0	0	0	0	0	0	0	0	0	0	5	0	0	2	0	0
LO: Learning Objectives PQ: Program Qualifications																
Contrib 1 very low ution Level:				2 low	3 Medium			4 High			5 Very High					