

# GAME PROGRAMMING I

1	Course Title:	GAME PROGRAMMING I
2	Course Code:	BLPS243
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:	None
12	Language:	Turkish
13	Mode of Delivery:	Face to face
14	Course Coordinator:	Öğr. Gör. RUKİYE TOPUZ
15	Course Lecturers:	Meslek Yüksekokulları Yönetim Kurullarının görevlendirdiği öğretim elemanları
16	Contact information of the Course Coordinator:	rtopuz@uludag.edu.tr 0224 294 26 77
17	Website:	
18	Objective of the Course:	The aim of the course is to give the student the ability to program a game at the beginning level through the stages of design, development, testing and debugging and to develop an understanding of the principles of game design, game programming terminology, technologies that form the basis of modern game engines, and team project management. Since various fields such as Artificial Intelligence, Physics, Learning, Mathematics, Human Computer Interaction and Computer Graphics are also used in game programming, it can be said that another and important purpose of the course is to give the student a multi-disciplinary perspective 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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ÖK2	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK3	0	0	0	0	0	0	0	0	0	0	5	0	0	2	0	0
LO: Learning Objectives    PQ: Program Qualifications																
Contribution Level:	1 very low			2 low			3 Medium			4 High			5 Very High			