Department: 07 Computer Science and Mathematics

Course title: Interactive Entertainment Engineering

Hours per week (SWS): 4

Number of ECTS credits: 5

Course objective: Understand fundamental game design principles and be able to apply that knowledge to 3D interactive entertainment application development. Implement a 3D interactive application of moderate complexity to understand the interactive entertainment development pipeline. Create immersive experiences with virtual reality. Understand, analyze and appreciate the role of user testing in designing and developing engaging interactive experiences.

Prerequisites: Understand object-oriented programming and design.

Recommended reading:

Teaching methods: Project (Projektstudium)

Assessment methods: Graded project work (60%), graded presentation (40%)

Language of instruction: English

Name of lecturer: Prof. Michael Haungs

Email: mhaungs@calpoly.edu

Link: http://users.csc.calpoly.edu/~mhaungs/

Course content: Project-based, software oriented, design of interactive entertainment applications. Topics may include interactive storytelling, game physics, game AI, scripting, and development of virtual worlds using modeling and rendering tools. Projects require significant programming.

Remarks