

Course name: 304 “Advanced Programming” [6 ECTS]

Manager: Guillaume Levieux; Lecturer at Cnam CEDRIC

Description: This course allows students to go into greater detail in specific aspects of video game development. The interventions are varied and may cover subjects which are both applied and fundamental.

Prerequisites: Experience with the general issues of video game development. Must have already produced a number of prototypes, using both basic and high level tools.

Learning: A better understanding of the industrial issues related to video game programming. Being capable of optimising the code for a video game, in terms of both quality and performance. Know how to devise a simple user interface as part of creating a device, and ask the right questions concerning the quality of this interface from the point of view of the user. Understand and perform processing which can be carried out on a signal and its applications to video games.

Assessment methods:

Session 1

- Partial in the form of MCQ / exercises

Session 2

- Bibliographical summary report on concepts not covered