

## Description

This module is intended for students in the Game Programming specialisation.

This module enables students to go into greater detail in specific aspects of video game development. The activities are varied and may cover subjects which are both fundamental and advanced.

## Detailed objectives

- Gain a better understanding of the industrial issues related to video game programming.
- Be 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 user's point of view.
- Understand and perform processing which can be carried out on a signal and its applications to video games.

## Assessment methods

### Session 1

Exam in the form of a multiple-choice questionnaire and other exercises.

### Session 2

Bibliographical summary report on concepts not yet fully understood.