

Syllabus

for course at first level

3D Graphics For Computer Game Development
3D-grafik för datorspelsutveckling

**7.5 Higher Education
Credits**
7.5 ECTS credits

Course code: IB443C
Valid from: Autumn 2011
Date of approval: 2011-06-15
Department: Department of Computer and Systems Sciences

Main field: Computer and Systems Sciences
Specialisation: G2F - First cycle, has at least 60 credits in first-cycle course/s as entry requirements

Decision

Prerequisites and special admittance requirements

Swedish upper secondary school courses English B and Social Studies A, or equivalent.

Course structure

Examination code	Name	Higher Education Credits
SP3A	3D Graphics For Computer Game Development, exam	4.5
SP3B	3D Graphics For Computer Game Development, assignment 1	1.5
SP3C	3D Graphics For Computer Game Development, assignment 2	1.5

Course content

Learning outcomes

Education

Forms of examination

Required reading