



Syllabus

DIG 210 - Introduction to Game and Mobile Development

General Information

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Author Paul Engin

Department Visual and Performing Arts

Course Prefix DIG

Course Number 210

Course Title Introduction to Game and Mobile Development

Course Information

Catalog Description Introduction to game and mobile development explores techniques and concepts involved in developing applications for multiple devices on different platforms. This course will build upon the knowledge already gathered in the prerequisite courses and focus the development to current mobile operating systems and web deployment. Students will experience the possibilities and challenges of developing applications, GUI design and games for multiple platforms while gaining an understanding of the challenges and opportunities that a fragmented market provides.

Credit Hours 3

Lecture Contact Hours 4

Lab Contact Hours 0

Other Contact Hours 0

Grading Scheme Letter

Prerequisites

CSC 164

Co-requisites

None

First Year Experience/Capstone Designation

This course DOES NOT satisfy the outcomes applicable for status as a FYE or Capstone.

SUNY General Education

This course is designated as satisfying a requirement in the following SUNY Gen Ed category

None

FLCC Values

Institutional Learning Outcomes Addressed by the Course

Inquiry, Perseverance, and Interconnectedness

Course Learning Outcomes

Course Learning Outcomes

1. Create a project based on application, game, and emerging technologies development from prototype to completion
2. Apply knowledge of current market trends in mobile platforms, games, and emerging technologies toward their own development
3. Apply the process for appropriate deployment
4. Test and troubleshoot on multiple devices following the appropriate processes

Outline of Topics Covered

Concepts of Mobile Application

- Design process for developing a mobile applications
- Steps required for deploying to mobile platforms
- Designing GUI for mobile devices
- Developing a simple application for mobile devices
- Testing for mobile platforms

Concepts of Gaming

- Trending topics on gaming
- Differences between 3D real-time render Vs bitmap render
- Process for developing a web or mobile based game
- Steps required for deploying games

- Basic gaming principles
- Develop a simple game
- Testing for games

Concepts of emerging technologies

- Trending topics in emerging technologies
- Process for developing emerging technologies
- Steps required for deploying emerging technologies
- Basic emerging technologies principles
- Development in emerging technologies
- Testing in emerging technologies

Multiple software packages and processes to put it all together