Course Schedule UC2F1611CGD

ASIA PACIFIC UNIVERSITY OF TECHNOLOGY & INNOVATION - APU

BSc. (Hons) in Computer Games Development (L)

2017

	December				January					February				March				April				May					June				July					August				September				October					November				December			
	28	5	12	19	26	2	9	16	23	30	6	13	20	27	6	13	20	27	3	10	17	24	1	8	15	22	29	5	12	19	26	3	10	17	24	31	7	14	21	28	4	11	18	25	2	9	16	23	30	6	13	20	27	4	11	18	25
Orientation																																																										
Basic 3d Computer Character Modelling (L)																				B	E	E																																			
Basic 3d Computer Character Modelling (LAB)																				B																																					
Believable Models for Games & Virtual Reality (L)																				B	E	E																																			
Believable Models for Games & Virtual Reality (T)																				B																																					
Computer Games Design:Production & Testing (L)																				B	E	E																																			
Computer Games Design:Production & Testing (LAB)																				B																																					
Computer Graphics (L)																				B	E	E																																			
Computer Graphics (LAB)																				B																																					
Mathematics for Computer Graphics (L)																				B	E	E																																			
Mathematics for Computer Graphics (T)																				B																																					
Professional Enterprise Development (L)																				B	E	E																																			
Professional Enterprise Development (T)																				B																																					
Bank Draft																																																										
Exam Briefing																																																										
Exam Docket																																																										
Co-Curriculum																																																										
Analogue Games (L)																																											B	E	E														
Analogue Games (T)																																											B															
Computer Games Design:High Concept & Preproduction (L)																																											B	E	E														
Computer Games Design:High Concept & Preproduction (LAB																																											B															

Creativity & Innovation (L)																																								B	E	E													
Creativity & Innovation (T)																																								B															
Game Engines (L)																																								B	E	E													
Game Engines (T)																																								B															
Imaging & Special Effects (L)																																								B	E	E													
Imaging & Special Effects (LAB)																																								B															
Research Methods for Computing and Technology (L																																								B	E	E													
Research Methods for Computing and Technology (T																																								B															
Programming Concept in C++ (L)																																								B	E	E													
Programming Concept in C++ (LAB)																																								B															
Progression Briefing																																																							
Internship Programme																																																							
Report Generation Date- 29/11/2016																																																							
*The schedule may be subject to revision																																																							
E-Exam, B-Buffer Week																																																							