

**Course Schedule
UC2F1704CGD - TPM**

**ASIA PACIFIC UNIVERSITY COLLEGE OF TECHNOLOGY & INNOVATION - UCTI
BSc. (Hons) in Computer Games Development**

	2017												2018																																												
	April		May		June		July		August		September		October		November		December		January		February		March		April		May		June		July		August		September		October		November		D																
	1	2	0	0	1	2	2	0	1	1	2	0	1	1	2	3	0	1	1	2	2	0	1	1	2	3	0	1	2	2	0	1	1	2	3	0	1	2	2	0	1	1	2	0													
Orientation	7	4	1	8	5	2	9	5	2	9	6	3	0	7	4	1	7	4	1	8	4	1	8	5	2	9	6	3	0	7	4	1	8	5	2	9	6	3	0	7	4	1	8	5	2	9	6	3									
Basic 3d Computer Character Modelling (LAB)																																																									
Basic 3d Computer Character Modelling (L)																																																									
Believable Models For Games & Virtual Reality (L)																																																									
Believable Models For Games & Virtual Reality (T)																																																									
Computer Games Design:production And Testing (LAB)																																																									
Computer Games Design:production And Testing (L)																																																									
Computer Graphics (LAB)																																																									
Computer Graphics (L)																																																									
Ethnic Relations(LS)																																																									
Malaysian Studies 3 (FS)																																																									
Mathematics For Computer Graphics (L)																																																									
Mathematics For Computer Graphics (T)																																																									
Professional Enterprise Development (L)																																																									
Professional Enterprise Development (T)																																																									
Exam Docket																																																									
Analogue Games(I)																																																									
Analogue Games(t)																																																									
Co Curriculum																																																									
Computer Games Design:high Concept & Preproduction (LAB)																																																									
Computer Games Design:high Concept & Preproduction (L)																																																									
Creativity & Innovation (T)																																																									
Creativity & Innovation (L)																																																									
Game Engines (L)																																																									
Game Engines (T)																																																									
Imaging & Special Effects (L)																																																									
Imaging & Special Effects (LAB)																																																									
Research Methods For Computing And Technology (I)																																																									
Research Methods For Computing And Technology (t)																																																									
Internship Programme																																																									

04 - May - 2017
 * This schedule may be subject to revision
 Legend:
 R - Revision Week
 E - Exam