COURSE MODULES GAME ENGINEERING

General Courses

Psychology for Digital Media

Introduction to
3D Computer Animation Production

Programming Courses

Introduction to Computer
and Programming

High Level Programming Lab

Object-Oriented Programming

Computer Organization and
Architecture

Advance Programming

Fundamentals of Mathematics
for Computer Graphics

ADV Computer Science Courses

Image Processing
Introduction to Databases
Introduction to 3D Production
for Designers

Software Engineering

Introduction to interactive
sound synthesis

Game Design Courses

Theory and Principles of
Game Design 1

Theory and Principles of
Game Design 2

Game Prototype
Game Spaces and Camera Design
Graphic & User Experience Design
2D and 3D Game Design

Math and Physics Courses

Fundamentals of Mathematics
for Computer Graphics

Applied Calculus and
Analytic Geometry 1

Applied Calculus and
Analytic Geometry 2

Linear Algebra
Motion Dynamics

Computer Science Courses

Data structure
Operating System
Discrete Structure
Design and Analysis of Algorithms
AI for Game

Computer Graphic Courses

Introduction to Computer Graphics

Physical Simulation for
Computer Graphic

PROJECTS

Project Introduction
Project
Advance Project 1
Advance Project 2
Special Topic 1
Special Topic 2
Special Topic 3

DIGITAL TECHNOLOGY

*These modules are subject to be modified according to the TQF2.
However, the learning outcome of each module will be according to what is listed above.

**The modules presented above is still yet to include the compulsory KMUTT General Education courses.