

Academic Staff

These are the people who lecture the courses and supervise research.

Head of Department

Sonia Berman PhD UCT

Professors

Edwin Blake PhD London

Adjunct Professors

Andrew Hutchison PhD Zurich

Judith Bishop PhD Southampton

Associate Professors

James Gain PhD Cantab

Patrick Marais DPhil Oxon

Michelle Kuttel PhD UCT

Hussein Suleman PhD VT

Senior Lecturers

Audrey Mbogho PhD New York City

Anne Kayem PhD Queens University

C. Maria Keet PhD FUB (Italy)

Geoff Nitschke PhD VU Amsterdam

Lecturers

Gary Stewart BSc (Hons) UCT

How do I apply?

Look at the UCT website:

(<http://www.uct.ac.za>) at the links for "Applying to UCT".

Qualifications Needed: You need Matric with Maths and another science. Details can be found at www.uct.ac.za/apply/criteria/undergraduates/science/.

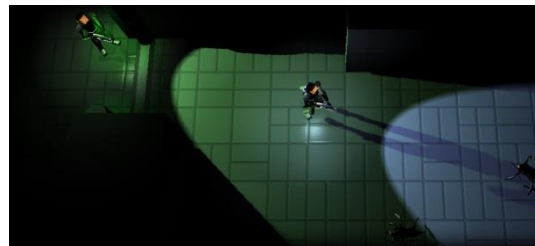
Forms: Complete the application forms: www.uct.ac.za/apply/applications/forms/ (Start with Form 1 ...) Once you have submitted the form you can follow your application online.

Admissions Office:

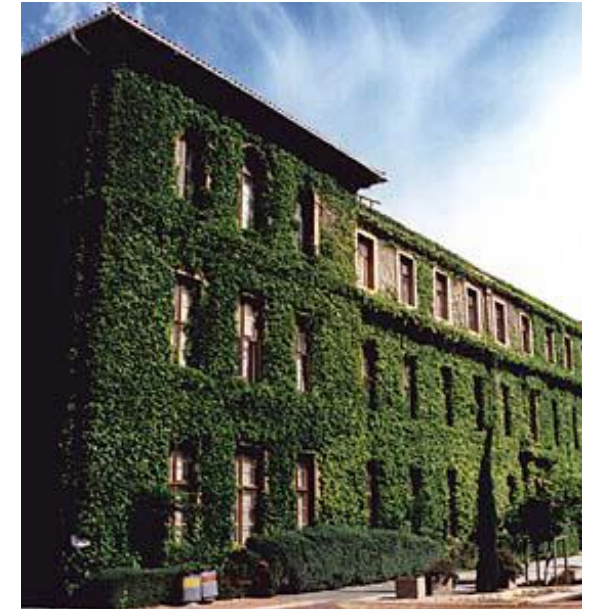
Tel: 021 650 2128

Fax: 021 650 5189 / 3736

Email: admissions@uct.ac.za



Light Savers
3rd Year Game Proj. 2013



Computer Game Development

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department of Computer Science

You are considering pursuing your interests in Computer Games ... now you can make it part of a good Bachelors and Honours Degree in Computer Science.

At UCT we strive to be a department of the first rank in both an International and in an African context.

Degrees

We offer the following:

Bachelor of Science

3-year undergraduate degree

Bachelor of Science Honours

1-year postgraduate degree

Masters in Computer Science

2-year research training degree

Masters in IT

2-year conversion course

PhD in Computer Science

3-year research degree

Game Development

Computer science is the study of anything to do with information and communications technology. In that broad field we offer a number of specializations and Computer Game Design is one of them.

In addition to a strong Computer Science Degree we offer three undergraduate semester courses on Games: one at second year and two at third year level. For the honours course a number of specialized modules are available and you can also pursue further research in the field.

Our aim is give a deep understanding of the technical side of Computer Game Design, and a broad appreciation of the roles that others, such as animators, play in the design and creation of a successful game.

Questions

What are the topics covered?

- 2D and 3D game technology
- AI and path planning
- C++ programming
- Unity3D development
- Playability and Design
- Text-based Games
- Games Engine Architecture
- 2D & 3D Computer Graphics
- Multi-User and Distributed Games

Will I be creating games?

This is a practical course: after the introduction, you begin designing and implementing games. By the end of the course you will have developed both 2D and 3D games as well as a networked game. You will also develop a major game as part of a team using the Unity3D game engine.

What can I do when I graduate?

You will be able to secure jobs within the computer games industry, as well as in general information and communications technology companies. Our degrees are also accredited by the British Computer Society.

Could I study further after I graduate?

You will have done a full computer science degree. You can go one to do honours in Computer Science and then postgraduate studies in Computer Science and Computer Games at UCT or elsewhere.

Is this an easy or frivolous option?

It is not, although it is fun! This is a technical course that gives a rigorous training in Computer Science with a specialization in Digital Gaming.

What if my main interest is Computer Science?

The course adds a lot to a normal CS course, for example, more Software Engineering, Graphics, AI ...

Contact Details of the Department

Contact the Department if you have more questions about the course.

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