

**PIANO DIDATTICO DEL MASTER UNIVERSITARIO DI I LIVELLO IN COMPUTER GAME
DEVELOPMENT A.A. 2020-2021**

N.	Denominazione insegnamento	SSD	CFU	ORE DIDATTICA FRONTALE	DOCENTE	
					COGNOME	NOME
1	Fundamentals of computer graphics	INF/01 ING-INF/05	2	16	Giachetti	Andrea
2	Fundamentals of artificial intelligence	INF/01 ING-INF/05	2	16	Cristani	Matteo
3	Fundamentals of software engineering	INF/01 ING-INF/05	2	16	Spoto	Fausto
4	Fundamentals of human-computer interaction	INF/01 ING-INF/05	2	16	Castellani	Umberto
5	Elements of game production	INF/01 ING-INF/05	2	16	Da definire	
6	Mobile Programming	INF/01 ING-INF/05	4	32	Da definire	
7	C++ programming	INF/01 ING-INF/05	4	32	Da definire	
8	Physics programming	INF/01 ING-INF/05	2	16	Da definire	
9	Graphics programming	INF/01 ING-INF/05	2	16	Da definire	
10	Game engine programming	INF/01 ING-INF/05	2	16	Da definire	
11	Tools programming	INF/01 ING-INF/05	2	16	Da definire	
12	High-level programming	INF/01 ING-INF/15	2	16	Da definire	
13	Advanced graphics programming	INF/01 ING-INF/05	2	16	Da definire	
14	Sound programming	INF/01 ING-INF/05	2	16	Da definire	
15	Artificial Intelligence programming	INF/01 ING-INF/05	2	16	Da definire	
16	Network programming	INF/01 ING-INF/05	2	16	Da definire	
17	Advanced C++ programming	INF/01 ING-INF/05	4	32	Da definire	
Laboratorio			8	72	Da definire	
Stage			10			
Prova finale			2			
Totale			60	392		
Ore di formazione			1500			