Maulana Abul Kalam Azad University of Technology, West Bengal
(Formerly West Bengal University of Technology)
Syllabus for B. Sc. In Gaming
(Effective for Academic Session 2019-2020)

COURSE STRUCTURE

1ST YEAR

Sl No	Code	Paper	Contact Periods per week			Total Contact Hours	Credits
			L	T	P		
SEMESTER I							
Theory							
1	BGD – 101	Introduction to Game Design and Production	0	3	0	3	3
2	BGD – 102	Game Production Basics	0	3	0	3	3
3	BGD – 103	2D Game Production Advanced	0	3	0	3	3
Practical							
1	BGD – 191	2D Game Production Details	0	0	3	3	3
2	BGD – 192	Logic and Physics & Making UI & UX	0	0	3	3	3
3	BGD – 193	Introduction to C# code in game	0	0	4	4	4
Total						**19**	**19**
SEMESTER II							
Theory							
1	BGD – 201	Making FPS Game & AI	0	3	0	3	3
2	BGD – 202	Database in Game	0	3	0	3	3
Practical							
1	BGD – 291	Making Game Codes	0	0	3	3	3
2	BGD – 292	AI in Game	0	0	3	3	3
3	BGD – 293	3D Character Development Introduction	0	0	3	3	3
4	BGD – 294	Internship & Lab Making Casual 2D Game	-	-	4	4	4
Total						**19**	**19**

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2NDYEAR

Sl No	Code	Paper	Contact Periods per week			Total Contact Hours	Credits
			L	T	P		
SEMESTER III							
Theory							
1	BGD – 301	3D Animation	3	0	0	3	3
2	BGD – 302	Game Design and Physics in Game Design	3	0	0	3	3
Practical							
1	BGD – 391	3D Character Development & Rigging	0	0	3	3	3
2	BGD – 392	Defining Game with Animation	0	0	3	3	3
3	BGD – 393	Advanced AI, Sound & Game Design	0	0	3	3	3
4	BGD – 394	HTML 5 Game	0	0	3	3	3
5	BGD – 395	Internship & Lab Making	0	0	3	3	3
Total						**21**	**21**
SEMESTER IV							
Theory							
1	BGD – 401	Introduction to 3D Play Station Game Programming	-	3	-	3	3
2	BGD – 402	Networking in Game Development	-	3	-	3	3
3	BGD – 403	Introduction to Helper Systems	-	2	1	3	3
4	BGD – 404	Hardware in Game Programming	-	2	1	3	3
5	BGD – 405	Project and Team in Game Development	-	2	1	3	3
Practical							
1	BGD – 491	Introduction to RPG Game	-	1	2	3	3
2	BGD – 492	Internship & Lab Making	-	-	3	3	3
Total						**21**	**21**

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3RDYEAR

Sl No	Code	Paper	Contact Periods per week			Total Contact Hours	Credits
			L	T	P		
		SEMESTER V					
		Theory					
1	BGD – 501	Android Game Development	-	4	-	4	4
2	BGD – 502	Software Development Kit	-	4	-	4	4
		Practical					
1	BGD – 591	iOS Game Development	-	1	3	4	4
2	BGD – 592	Apple Game Development Framework	-	1	3	4	4
3	BGD – 593	Internship & Lab Making	-	-	4	4	4
		Total				**20**	**20**
		SEMESTER VI					
		Theory					
1	BGD – 601	Introduction to Virtual Reality	-	3	1	4	4
2	BGD – 602	Introduction to Augmented Reality	-	3	1	4	4
3	BGD – 603	Business and Legal Issues for Video Game Developers	-	3	1	4	4
		Practical					
4	BGD – 691	AR Game Development	-	1	3	4	4
5	BGD – 692	XR Game Development	-	-	4	4	4
		Total				**20**	**20**