SEMESTER-VI

Paper: Introduction to VR
Code: BGD – 601
Contacts Hours / Week: 2T+2P
Credits:4

Units	Course Content
Unit 1	Introduction to VR , What are various type of Virtual Reality systems. How to develop in VR game system. Equipment for VR apps and movies. Camera systems, 3D game and VR game.
Unit 2	Tools for VR & Engine working sectors. In-class work-session for final project

Suggested Readings:

1. https://developer.oculus.com/documentation/mobilesdk/latest/
2. Emerging Trends in Virtual Reality for Gaming: an assessment of best practices from research and development in the gaming industry Dr. Jason Nolan, Daniel Harley (RE/Lab, Ryerson University) Anthony Walsh, Eric McQuiggan (Phantom Compass Inc.)
3. http://ict.usc.edu/pubs/Virtual%20Reality%20and%20Interactive%20Digital%20Game%20Technology-%20New%20Tools%20to%20Address%20Obesity%20and%20Diabetes.pdf

Paper: Introduction to AR
Code: BGD – 602
Contacts Hours / Week: 2T+1P
Credits: 3

Units	Course Content
Unit 1	Introduction to AR , What are various type of Augmented Reality systems. How to develop in AR game system. Equipment for AR apps .
Unit 2	How you can plan for making AR based games, Basic game structures, Making of casual AR game

Suggested Readings:

1. Game Development For An Augmented Reality System By Thomas Wright Advisor Michael G. Branton
2. Research Article: KioskAR: An Augmented Reality Game as a New Business Model to Present Artworks Yoones A. Sekhavat

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

Paper: AR Game Development
Code: BGD – 603
Contacts Hours / Week: 1T+3P
Credits: 4

Units	Course Content
Unit 1	3D game and AR game. Location-Based versus Marker-Based AR. AR View, Usability. Load detection. AR 3D pipeline and Debug
Unit 2	AR Design for Social Interaction.

Suggested Readings:

1. Game Development For An Augmented Reality System By Thomas Wright Advisor Michael G. Branton
2. Research Article: KioskAR: An Augmented Reality Game as a New Business Model to Present Artworks Yoones A. Sekhavat

Paper: XR Game Development
Code: BGD – 604
Contacts Hours / Week: 1L+1T+3P
Credits: 5

Units	Course Content
Unit 1	Final project on VR and AR casual game. XR 3D game introduction, XR 3D pipeline. Different languages for VR and AR which makes Mixed reality games.
Unit 2	XR Design for Social Interaction.

Suggested Readings:

1. Game Development For An Augmented Reality System By Thomas Wright Advisor Michael G. Branton
2. Research Article: KioskAR: An Augmented Reality Game as a New Business Model to Present Artworks Yoones A. Sekhavat

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Paper: Business and Legal Issues for Video Game Developers
Code: BGD – 605
Contacts Hours / Week: 3T+1P
Credits:4

Units	Course Content
Unit 1	Console Manufacturers ,Digital Distributors ,Mobile, Console and PC publishers ,Mobile publishers The Changing Landscape of the Video Game Industry , End of Life Economics , Future Consoles Rise of Digital Distribution, Rise of Mobile Gaming , Rise of Free-to-Play and other Monetization Schemes , Legal Challenges Created by Innovation.
Unit 2	The Role of the Publisher - Funding ,Quality Assurance (QA) and Submission , Retail Distribution, Marketing

Suggested Readings:

1. Mastering The Game - By David Greenspan With Contributions From S. Gregory Boyd, Jas Purewal And Matthew Datum
2. https://www.crcpress.com/rsc/downloads/SB3_Practices_of_Game_Design__Indie_Game_Marketing_FreeBook.pdf