MSc GAMES ENGINEERING (G5K509)
(not running 2008-09)

1. Programme offered at: Durham
2. Mode of study: MSc full-time (12 months)
3. Programme of study:
    For the award of the MSc Games Engineering, candidates must study and be assessed in 180 credits.

Module	Code	Credits	Core (C) or Optional (O)	Level
Advanced C/C++ for Graphics Programming	COMP40915	15	C	4
Advanced Principles of Distributed Computing	COMP51015	15	C	4
Game Architecture	COMP41115	15	C	4
Game Development	COMP41215	15	C	4
Efficiency and Optimization in Game Programming	COMP41015	15	C	4
Research Methods and Professional Issues	COMP50415	15	C	4
Visualisation and VR for Distributed Systems	COMP51315	15	C	4
Dissertation	COMP51760	60	C	4
Internet Business and Marketing Structures	COMP50115	15	C	4

4. Candidates for the MSc Games Engineering must submit by the end of the second week in September of their final term a dissertation (COMP51760) of not more than 12,000 words (including all appendices).
5. If a candidate fails a module he/she may be given an opportunity to resit the relevant examination(s) before the end of the academic year at a time to be determined by the Department.