

These programme regulations should be read in conjunction with the University's [core regulations for postgraduate programmes](#).

**MSc GAMES ENGINEERING (G5K509) (not running 2012-13)**

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	<a href="#">COMP40915</a>	15	C	4
Advanced Principles of Distributed Computing	<a href="#">COMP51015</a>	15	C	4
Game Architecture	<a href="#">COMP41115</a>	15	C	4
Game Development	<a href="#">COMP41215</a>	15	C	4
Efficiency and Optimization in Game Programming	<a href="#">COMP41015</a>	15	C	4
Research Methods and Professional Issues	<a href="#">COMP50415</a>	15	C	4
Visualisation and VR for Distributed Systems	<a href="#">COMP51315</a>	15	C	4
Dissertation	<a href="#">COMP51760</a>	60	C	4
Internet Business and Marketing Structures	<a href="#">COMP50115</a>	15	C	4

**Assessment, progression and award**

4. 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.