

## MSc Computer Games Programming

L E V E L  7	Teaching Block 1	Game Engine Programming and Architecture  (24 Weeks)	Real-Time Graphics for Games  (24 Weeks)	Concurrent and Multiplayer Game Programming  (12 Weeks)	Game Artificial Intelligence  (12 Weeks)
	Teaching Block 2			Professional Games Development and Research Techniques  (12 Weeks)	Low-Level Game Programming  (12 Weeks)
	Teaching Block 3	MSc Dissertation (60 Credits)  (16 Weeks)			