

Gaming Development Fundamentals



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this course:](#)

Course Duration: 3 days

Course Description:

This three-day MTA Training course helps you prepare for Microsoft Technology Associate Exam 98-374, and build an understanding of these topics: Game Design, Hardware, Graphics, and Animation. This course leverages the same content as found in the Microsoft Official Academic Course (MOAC) for this exam.

Course Objectives:

After completing this course, students will be able to:

- Understand game design
- Understand hardware
- Understand graphics
- Understand animation

Course Contents

- Lesson 1: Ideating and Conceptualizing a Game
- Lesson 2: Identifying and Managing Game Requirements
- Lesson 3: Creating the Game Output Design
- Lesson 4: Designing Specific Game Components
- Lesson 5: Developing the Game User Interface (UI)
- Lesson 6: Developing the Game Functionality

For more information, or to book your course, please call Sense IT on 0870 4296445
Or visit our web site –www.sensetraining.co.uk