Computer Science 3372 Handheld Game Development

Student Learning Outcomes

1. Students will identify, install, and evaluate development software for a handheld computing device.

2. Students will create application software for a handheld computing device using a high level programming language.

3. Students will create multimedia content suitable for use in an application program for a handheld computing device.

4. Students will author an application program for a handheld computing device that demonstrates 2D and/or 3D graphics.

5. Students will author an application program for a handheld computing device that demonstrates audio.

6. Students will author an application program for a handheld computing device that demonstrates interactive user input.

7. Students will author an application program for a handheld computing device that launches other application programs.

8. Students will explain techniques for applications created for handheld computing devices to reduce their power usage.

Course Content