

GRAPHICAL APPLICATION PROGRAMMING

(course title)

TO THE CURRICULUM OF THE INSTITUTION OF HIGHER EDUCATION

Specialty 6-05-0612-03 "Information Management Systems"

profile "Information systems and technologies in design and production"

	The form of higher education		
	Full-time (full-time)	Correspondence	Correspondence shortened
Course	3	3	3
Semester	5,6	6,7	5,6
Lectures, hours	34	8	8
Lab exercises, hours	16	4	4
Exam, semester	5	6	6
Classroom hours in the academic discipline	50	12	12
Course Project, Semester	6	7	6
Individual work, hours	58	96	96
Total hours in the discipline / credits	108/3,0		

1. Brief content of the academic discipline

Introducing students to the basic methods and principles of programming graphical applications using Unreal Engine.

2. Learning outcomes

As a result of studying the discipline the student should:

know: the basic concepts of programming graphical applications, the stages of creating a graphical application; the main tools for programming graphical applications; the basic principles and approaches to creating graphical applications using Unreal Engine;

be able to: apply the basic concepts of programming graphical applications, classify modeling objects; apply the acquired knowledge in research work related to the development of graphical applications, use scientific literature to independently solve scientific and applied problems;

have the following skills: methods of programming graphical applications; the main tools for creating graphical applications in Unreal Engine.

3. Formative competences

Mastering of this academic discipline should ensure the formation of competence Develop programs for use in graphical applications.

4 Requirements and forms of current and intermediate attestation

Defence of laboratory works – current, oral -written, credit – intermediate, oral -written