**Game Development**

Contact person: Dr. Lívia Szedmina (slivia@vts.su.ac.rs)

The main goal of the course is to provide students with an insight into the process of developing video games for personal computers, web and mobile devices.

Theoretical classes

History of video games. Video game genres. Concept, principles and rules of video game development. Significance and role of video game development within the software market. Video game development in the past, present and potential trends of video game development in the future. Characteristics of video game development in the field of information technology.

Practical teaching  
Student groups practice video game development techniques and phases in free game development environments.

The course is available in Serbian and Hungarian.