

The Hebrew University of Jerusalem

Syllabus

Game Development Jam - 67629

Last update 25-08-2020

HU Credits: 4

<u>Degree/Cycle:</u> 1st degree (Bachelor)

Responsible Department: Computer Sciences

Academic year: 0

Semester: 1st Semester

<u>Teaching Languages:</u> Hebrew

Campus: E. Safra

Course/Module Coordinator: Or Ordentlich, Lior Bruder

<u>Coordinator Email: lior@11sheep.com</u>

Coordinator Office Hours:

Teaching Staff:

Prof Or Ordentlich

<u>Course/Module description:</u> see hebrew

Course/Module aims:

<u>Learning outcomes - On successful completion of this module, students should be able to:</u>

see hebrew

<u>Attendance requirements(%):</u> see hebrew

Teaching arrangement and method of instruction: see hebrew

<u>Course/Module Content:</u> see hebrew

<u>Required Reading:</u> see hebrew

<u>Additional Reading Material:</u> see hebrew

Course/Module evaluation:
End of year written/oral examination 0 %
Presentation 0 %
Participation in Tutorials 0 %
Project work 0 %
Assignments 0 %
Reports 0 %
Research project 100 %
Quizzes 0 %
Other 0 %

Additional information:		