

"Games Programming was a subject I enjoyed as it dealt with constructing the graphics and mechanics of simple, yet enjoyable games. Additionally, it gave people who hadn't done much coding before, like myself, an elaborate rundown of the fundamentals of coding with the python language. I would recommend taking this subject if you're not too sure if you are all that interested in the programming field, but still want to have some fun with creating games from scratch."

Tommy Kiprillis (2020 Student)

"With data science becoming a prominent field in the workplace, it is important for students to develop their coding literacy. In 'Introduction to Games Programming' classes start with the basics and progressively advance to harder coding concepts. Students will start by creating text-based games and as their knowledge develops, will learn how to use pictures in code to create a simple graphical game. With the various small games created in class, students discover how to apply the knowledge they learnt in a practical sense, developing problem solving skills as well as their coding literacy. This subject is aimed at beginners to coding and teaches them the basics in a fun and engaging way - that being said, more experienced students may also enjoy this subject if they like creating games with code. Overall, 'Introduction to Games Programming' is a great class to build up one's skills in the data science field and do so in an enjoyable way!"

Aleena Elizabeth (2020 Student)

"The elective of Introduction to Games Programming & Data Science was a really fun and eye-opening experience for me. I was never very proficient at coding or programming, and I always considered that branch of science as difficult and unattainable for me personally. However, this elective taught me programming skills in a way that was super engaging, as we were creating games, and I found myself leaning a lot and even enjoying it."

Stephanie Zhang (2020 Student)