



海又打万二大日本大大 Digital Game Development and XR Technology (SEDXR)

游戏开发与XR技术

Digital Game Development and XR Technology (SEDXR)

28 个月课程 Months Course

- ▲ 80%实践训练 80% Practical Skills
- **▲ 20%理论** 20% Theory
- 教学媒介语以中文为主, 英文为辅

Medium of Instruction: Chinese & Simple English

▲ 16岁以上即可报读, 无需入学资格

> Entry Requirement: 16 Years Old & Above

▲ 课程设有实习 With Internship

这课程读什么? | What Is This Course About?

想象你亲手打造一个游戏:写出剧情、设计角色、画出场景、制作动画与音效,最后让它在手机或电脑上 真实运行,甚至透过VR头盔沉浸其中 – 这就是本课程的重点。

本课程结合游戏设计与互动科技,让你从零开始学习剧本策划、角色绘制、3D建模、动画制作、编程逻辑、系统整合及XR互动体验开发。你将一步步构建出属于自己的完整游戏作品,并学习如何将创意落实为可玩、可发布的实际产品。

本课程帮助你掌握跨领域数码内容创作技能,不只限于游戏,还可延伸至行销、培训、艺术与商业互动等 多种场景。

Imagine creating a game from scratch - writing the story, designing characters, illustrating scenes, crafting animations and sound effects - then watching it come to life on a phone, computer, or even inside a VR headset. That's what this course is all about.

This programme blends game design with interactive technology. You'll learn how to plan storylines, draw characters, build 3D models, animate, code gameplay logic, and develop XR experiences. Step by step, you'll create your own fully functional game and learn how to turn your ideas into playable, publishable products.

Along the way, you'll also build cross-disciplinary digital content creation skills that go beyond gaming - opening doors to opportunities in marketing, training, art, immersive exhibitions, and other interactive commercial applications.

谁适合读? | Who Is This For?

如果你脑中常常有画面、有故事,喜欢画角色、配音乐、做动画,也喜欢把自己的创意变成可以玩、可以互动的东西,这门课很适合你。

本课程特别适合喜欢创作、视觉表达能力强、对游戏、动画或XR互动体验有兴趣的学生。不需要你很会考试,只要你有想象力、肯动手,就能一步步把点子做成完整的数码作品。

如果你会因为"自己打造一个有趣的世界"而感到兴奋,那这就是属于你的课程。

If your mind is often filled with images and stories - if you enjoy drawing characters, creating music, making animations, and love turning your ideas into something playable and interactive - then this course is for you.

It's ideal for creative students with strong visual expression who are excited by games, animation, or XR experiences. You don't need to be great at exams - if you have imagination and are willing to build, you can turn your ideas into a complete digital creation.

If the thought of designing your own unique world excites you, then this is the course made for you.

学生将学会 | Students will learn and be able to:

- 从零开始撰写游戏剧本,设定角色与虚拟世界观 Write game scripts and design characters and fictional worlds from scratch.
- 策划游戏机制、任务流程与玩家互动体验 Plan game mechanics, missions, and player interaction flow.
- 使用3D建模工具开发角色、场景与物件 Use 3D modeling tools to create characters, environments, and assets.
- 利用生成式AI工具制作游戏配乐、音效与语音,营造沉浸感
 Create game music, sound effects, and voiceovers using Generative AI tools to enhance immersion.
- ▲ 运用Unreal Engine及 Unity等游戏引擎开发3D互动游戏
 Develop 3D interactive games using game engines such as Unreal Engine and Unity.
- → 开发AR与VR互动体验,探索XR在游戏与商业中的应用
 Create AR and VR experiences, exploring XR applications in games and commercial fields.
- 参与项目制作与团队合作,建立个人作品集
 Collaborate on project development and build a personal creative portfolio.

课程内容 | COURSE OUTLINE

编程专业课 | Programming Core Courses

- 编程概论 Introduction to Programming
- 物件导向程式设计
 Object-oriented Programming

专业主修课 | Specialization Major Courses

- 脚本与游戏策划 Scripting & Design for Digital Games
- 游戏音乐与音效设计 Game Music and Sound Design
- 虚拟场景与环境设计 Virtual Environment and Scene Design
- •游戏界面设计 Game UI Design
- 3D建模 (1) 3D Mode**ll**ing (1)
- 3D建模 (2) 3D Modelling (2)
- •角色设计 Character Design
- 动画技术 (1) Animation Techniques (1)
- 动画技术 (2) Animation Techniques (2)
- •游戏开发 (1) Computer Game Development (1)
- •游戏开发 (2) Computer Game Development (2)
- 手机游戏开发 (1) Mobile Game Development (1)
- 手机游戏开发 (2) Mobile Game Development (2)
- AR与VR游戏开发 AR and VR Game Development
- 游戏数据库应用 Database Application in Game Development
- 实时电脑游戏开发 Real-Time Computer Games

核心辅助课 | Supporting Core Courses

- 生成式AI工具 Generative Al Tools
- 软体工程 Software Engineering
- 数码与网络法律 Digital and Cyber Laws
- 电子商务与数码行销 E-Commerce & Digital Marketing
- 数码图像与视频编辑 Digital Image and Video Editing

职场技能课 | Workplace Skills Courses

- •ICT实务技能 Practical ICT Skills
- •简报技巧 Presentation Ski**ll**s
- •职场软技能 Work-based Soft Skills
- •职场英文沟通 (1) Workplace English Communication (1)
- 职场英文沟通 (2) Workplace English Communication (2)

实习与专案课 | Industry Experience & Capstone

- •专案 (1) Project (1)
- •专案(2) Project(2)
- 职场学习 Workplace Learning



评估标准 | ASSESSMENT

100%作业及实践练习,本课程游戏开发与XR技术的理20%,实践80%,聚焦于工作场所的实际应用。

鼓励团队合作,让学生学会分组合作或单独工作以完成专题 作业。

100% Assignment and Practical Exercises. The course offers both the theory (20%) and practice (80%) of Digital Game Development and XR Technology skills, with a focus on the practical application of these skills in the workplace.

Teamwork is encouraged and students learn to work in groups or individual to complete their projects.



考取资格 | QUALIFICATIONS

英国国立西苏格兰学院专业文凭

Diploma awarded by West College Scotland, UK

英国国立西苏格兰学院高级专业文凭

Advanced Diploma awarded by West College Scotland, UK

台湾文凭(由台湾各大学颁发)

Diploma Qualification from Universities in Taiwan



就业前景 | CAREER PATHWAYS

游戏开发不再只是为了娱乐。如今,越来越多马来西亚企业、培训机构、展览单位、教育平台,甚至房地产与零售行业,也开始使用游戏引擎与XR(扩增实境/虚拟实境)技术来制作互动内容。

从线上宣传游戏、互动式学习应用、品牌推广小游戏,到虚拟展厅、沉浸式教育体验、甚至是工地训练模拟,会制作游戏与XR内容的人才早已不再局限于游戏公司。完成课程后,你可以加入游戏开发公司、XR内容制作公司、广告或活动公司,协助开发移动游戏、虚拟现实体验、AR营销App,或多媒体互动内容。你也可以自由接案,承接商业展示、教育科技、虚拟展览、品牌互动小游戏等项目,拓展你的职业路径。

常见就业岗位

毕业生可从事游戏开发员、XR内容设计师、3D建模师、角色设计师、动画师、UI/UX设计师、互动应用开发员、游戏脚本策划、虚拟展览执行员、教育游戏开发助理、数码内容创作者、多媒体内容执行员等相关职位。

Game development today is not just for entertainment. In Malaysia, more and more businesses, training centers, exhibition organizers, education platforms - even property developers and retailers - are using game engines and XR (AR/VR) technology to create immersive, interactive experiences.

From promotional mini-games and interactive learning apps to virtual showrooms, immersive education, and even safety training simulations, the ability to build game-like and XR content is now in high demand across industries - not just in game studios. Graduates may join game studios, XR content agencies, advertising or media production companies to develop mobile games, VR simulations, AR-based apps, and multimedia projects. Freelancers may also take on projects for commercial showcases, education tech, virtual exhibitions, and branded interactive experiences.

Common Job Roles

Graduates may pursue careers as Game Developer, XR Content Designer, 3D Modeler, Character Designer, Animator, UI/UX Designer, Interactive App Developer, Game Script Planner, Virtual Exhibition Executive, Educational Game Assistant Developer, Digital Content Producer, and Multimedia Content Executive.

^{*} Please note that the modules listed are indicative and may be subject to change.

不只是玩家, 而是世界的创造者。

Not Just a Player. Be the Creator of Worlds.













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新纪元技职与推广教育学院











