MODEL ROUTE

School:	SCMAD (School of Communications, Media, Arts and Design)	Program Number:	6032

Gram Title:	Game - Development	Credential:	☐ Certificate ☐ Graduate Certificate ☐ Degree ☐ Diploma ☑ Advanced Diploma ☐ Centennial College Certificate

Gram Delivery Mode:	☐ Co-Op ☑ Online ☐ Fast Track ☐ Hybrid ☑ Non Co-op	Duration :	☐ 1 Semesters ☐ 4 Semesters ☐ 2 Semesters ☑ 6 Semesters ☐ 3 Semesters ☐ 8 Semesters

Campus:	OLP	Department Code:	3713

Intake:	Fall

Course Code	Course Title	Co/Pre Requisite (Course Code)	Lab Hours	Lecture Hours	Field Placement Hours	Course Delivery ODL=Online BLD=Blended HYB = Hybrid	Total Course Hrs (Lab + Lecture + Field)	Weeks (14)	Total Hours
Semester 1				**Fall 2025**					
GDDV 100	Game Theory and Culture 1			3			3	14	42
GDDV 102	Audio Foundations			3			3	14	42
GDDV 103	2D Design Principles			3			3	14	42
GDDV 105	Digital Graphics Production			2			2	14	28
GDDV 107	Game Development 1		3	2			5	14	70
GDDV 108	Game Design Process			3			3	14	42
COMM 160/161	College Communications 1	P - COMM 140/141		3			3	14	42
							Total		308
Semester 2				**Winter 2026**					
GDDV 200	Game Theory and Culture 2	P - GDDV 100		3			3	14	42
GDDV 201	Project Management for Games			3			3	14	42
GDDV 203	2D Animation			3			3	14	42
GDDV 204	History of Computer Game Design: Technology & Culture			2			2	14	28
GDDV 206	Game Development 2	P - GDDV 107		3			3	14	42
GDDV 207	Game Studio Practicum 1	P - GDDV 108		3			3	14	42
COMM 170/171	College Communications 2	P - COMM-160/161		3			3	14	42
							Total		280
Semester 3				**Fall 2026**					
GDDV 300	Game Theory and Culture 3	P - GDDV 200		3			3	14	42
GDDV 303	3D Modeling			3			3	14	42
GDDV 302	Game Engines 1			3			3	14	42
GDDV 304	Game Logic 1			3			3	14	42
GDDV 305	User Experience			3			3	14	42
GDDV 401	Game Funding & Marketing			3			3	14	42
GNED 500	Global Citizenship: From Social Analysis to Social Action			3			3	14	42
							Total		294
Semester 4				**Winter 2027**					
GDDV 301	Game Industry			3			3	14	42
GDDV 400	Emerging Technologies			3			3	14	42
GDDV 402	Game Engines 2	P - GDDV 302		3			3	14	42
GDDV 403	Motion Capture and 3D Animation	P - GDDV 203		3			3	14	42
GDDV 404	Game Logic 2	P - GDDV 304		3			3	14	42
GDDV 405	Game Studio Practicum 2	P - GDDV 207		3			3	14	42
GDDV 500	Storyworks			2			2	14	28
GNED	GNED Elective			3			3	14	42
							Total		280
Semester 5				**Fall 2027**					
GDDV 501	Cinematography for Games			3			3	14	42
GDDV 502	Game Engines 3	P - GDDV 402		3			3	14	42
GDDV 503	Game Studio Practicum 3	P - GDDV 405		4			4	14	56
GDDV 504	Game Logic 3	P - GDDV 404		3			3	14	42
GDDV 505	Professional Practice			3			3	14	42
GDDV 506	Advance Game Design	P - GDDV 300		3			3	14	42
GNED	GNED Elective			3			3	14	42
							Total		224
Semester 6				**Winter 2028**					

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Campus:	**OLP**	Department Code:	**3713**

Intake:	**Fall**

Course Code	Course Title	Co/Pre Requisite (Course Code)	Lab Hours	Lecture Hours	Field Placement Hours	Course Delivery ODL=Online BLD=Blended HYB = Hybrid	Total Course Hrs (Lab + Lecture + Field)	Weeks (14)	Total Hours
GDDV 600	Field Placement	P - Semester 5			25		25	14	350
	OR								
GDDV 620	Collaborative Studio	P - Semester 5			25		25	14	350
								Total	350
Grade Required: (to be inserted by School)									
								Gram Hours:	**1736**

C = Co-Requisite; P = Pre-Requisite

Notes:

G modalities (Online, Hybrid or Blended)

Signature: _____
School Dean/Associate Dean

10-Apr-25
_____
Revised Date