MODEL ROUTE										
School:	SCMAD (School of Communications, Media, Arts and Design)	Program Number:		6432						
Gram Title:	Game - Development	Credential:		☐ Certificate     ☐ Graduate Certificate     ☐ Degree       ☐ 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 ☐ 8 Semesters ☐ 8 Semesters ☐ 2 Semesters ☐ 2 Semesters ☐ 3 Semesters ☐						
Campus:	SAC and Progress (starting Fall 2026)	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				5	14	70	
GDDV 108	Game Design Process			3			3	14	42	
COMM 160/161	College Communications 1	P - COMM 140/14	1	3			3	14	42	
,	9	·						Total	308	
Semester 2			١	Vinter 202	26					
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	
00011004	History of Computer Game Design:									
GDDV 204	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-160/16	1	3	-		3		42	
,	9							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									
GINED JOO	to Social Action			3			3		42	
								Total	294	
Semester 4			\	Winter 202						
GDDV 301	Game Industry			3			3		42	
GDDV 400	Emerging Technologies			3			3		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		42	
GDDV 405	Game Studio Practicum 2	P - GDDV 207		3			3		42	
GDDV 500	Storyworks			2			2		28	
GNED	GNED Elective			3			3		42	
Compactivity				Fell 2027				Total	280	
Semester 5	Cin amata analis (c. C.)			Fall 2027			_			
GDDV 501	Cinematography for Games	D CDDV 403		3			3		42	
GDDV 502	Game Engines 3	P - GDDV 402		3			3		42	
GDDV 503	Game Studio Practicum 3	P - GDDV 405		4			4	14	56	
GDDV 504	Game Logic 3	P - GDDV 404		3			3		42	
GDDV 505	Professional Practice	D CDDV 200		3			3		42	
GDDV 506	Advance Game Design	P - GDDV 300		3			3		42	
GNED	GNED Elective			3			3		42	
Compactive				Mint 202	10			Total	224	
Semester 6			Page 1	Winter 202	-0					

		MOD	EL R	OUTE						
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Gram Delivery Mode:	Co-Op Online Fast Track Hybrid ✓ Non Co-op	Duration :	☐ 1 Semesters ☐ 4 Semesters ☐ 2 Semesters ☐ 3 Semesters ☐ 8 Semesters							
Campus:	SAC and Progress (starting Fall 2026)	Department Code	e:	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	THE HYDRA	25	14	350	
GDDV 620	OR Collaborative Studio	P - Semester 5			25		25	14 Total	35( 35)	
Grade Required	: (to be inserted by School)						Gra	am Hours:	1730	
C = Co-Requisite;	; P = Pre-Requisite									
<b>Notes:</b> G modalities (O	nline, Hybrid or Blended)									
	Preeli Charius.									
Signature:					10-Apr-25					
-	School Dean/Associate Dean	Revised Date								