

MODEL ROUTE

School:	SCMAD (School of Communication Media, Arts and Design)		Program Number:	6432					
Program Title:	Game Development		Credential:	☐ Certificate ☐ Graduate Certificate ☐ Degree ☐ Diploma ☒ Advanced Diploma					
Program Delivery Mode:	☐ Co-Op ☐ Online ☐ Fast Track ☐ Hybrid ☒ Non Co-op		Duration :	☐ 2 Semesters ☐ 3 Semesters ☐ 4 Semesters ☒ 6 Semesters					
Campus:	SAC								
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 2024								
*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	COMM-140/141		3			3	14	42
							Total		308
Semester 2	Winter 2025								
*GDDV-200	Game Theory and Culture 2	GDDV-100-P		3			3	14	42
*GDDV-201	Project Management for Games			3			3	14	42
*GDDV-203	2D Animation			3			3	14	42
*GDDV-206	Game Development 2	GDDV-107 -P		3			3	14	42
*GDDV-207	Game Studio Practicum 1	GDDV-108 -P		3			3	14	42
*GDDV-204	History of Computer Game Design: Technology & Culture			2			2	14	28
COMM-170/171	College Communications 2	COMM-160/161		3			3	14	42
							Total		280
Semester 3	Fall 2025								
*GDDV-401	Game Funding & Marketing			3			3	14	42
*GDDV-300	Game Theory and Culture 3	GDDV-200 -P		3			3	14	42
*GDDV-305	User Experience			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
GNED-500	Global Citizenship: From Social Analysis to Social Action			3			3	14	42
							Total		294
Semester 4	Winter 2026								
*GDDV-301	Game Industry			3			3	14	42
*GDDV-400	Emerging Technologies			3			3	14	42
*GDDV-403	Motion Capture and 3D Animation	GDDV-203 -P		3			3	14	42
*GDDV-402	Game Engines 2	GDDV-302 -P		3			3	14	42
*GDDV-404	Game Logic 2	GDDV-304 -P		3			3	14	42
GNED	GNED Elective			3			3	14	42
*GDDV-405	Game Studio Practicum 2	GDDV 207		3			3	14	42
*GDDV-500	Storyworks			2			2	14	28
							Total		322
Semester 5	Fall 2026								
GNED	GNED Elective			3			3	14	42
*GDDV-506	Advance Game Design	GDDV-300 -P		3			3	14	42
*GDDV-501	Cinematography for Games			3			3	14	42
*GDDV-502	Game Engines 3	GDDV-402 -P		3			3	14	42
*GDDV-504	Game Logic 3	GDDV-404 -P		3			3	14	42
*GDDV-503	Game Studio Practicum 3	GDDV-405 -P		4			4	14	56
*GDDV-505	Professional Practice			3			3	14	42
							Total		308
Semester 6	Winter 2027								
Choose ONE of the following:									
*GDDV-600	Field Placement	Sem 5			25		25	14	350

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*GDDV-620	Collaborative Studio	Sem 5			25		25	14	350	
								Total	350	
Minimum Grade Required: (C)										
Total Program Hours:								1862		
C = Co-Requisite; P = Pre-Requisite										
Notes:										
◆ This course may be offered in one of the following modalities (Online, Hybrid or Blended)										

Signature: _____
School Dean/Chair

March 24/2024

 Revised Date