

MODEL ROUTE

School:	School of Engineering Technology and Applied Science	Program Number:	3109						
Program Title:	Game Programming	Credential:	<input type="checkbox"/> Certificate	<input type="checkbox"/> Graduate Certificate	<input type="checkbox"/> Degree				
			<input type="checkbox"/> Diploma	<input checked="" type="checkbox"/> Advanced Diploma					
Program Delivery Mode:	<input type="checkbox"/> Co-Op <input type="checkbox"/> Online <input type="checkbox"/> Fast Track <input type="checkbox"/> Hybrid <input checked="" type="checkbox"/> Non Co-op	Duration :	<input type="checkbox"/> 2 Semesters	<input type="checkbox"/> 3 Semesters					
			<input type="checkbox"/> 4 Semesters	<input checked="" type="checkbox"/> 6 Semesters					
			<input type="checkbox"/> 8 Semesters						
Campus:	Progress								
Intake:	Fall 2018 and Winter 2019								
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 2018 or Winter 2019								
COMM170/171	College Communications 2			3			3	14	42
COMP100	Programming 1		2	2			4	14	56
COMP213	Web Interface Design		4				4	14	56
COMP391	Introduction to Game and Simulation		2	2			4	14	56
GNED	General Education Elective			3			3	14	42
MATH175	Functions and Number Systems		1	2			3	14	42
								Total	294
Semester 2	Winter 2019 or Summer 2019								
COMP122	Introduction to Database Concepts		2	2			4	14	56
COMP123	Programming 2	P=COMP100	2	2			4	14	56
COMP125	Client-Side Web Development	P=COMP100, COMP213	2	2			4	14	56
COMP225	Software Engineering Methodologies 1	P=COMP100	2	2		HYB	4	14	56
COMP253	Assets for Game Developers	P=COMP391	2	2			4	14	56
COMP301	UNIX/Linux Operating Systems	P=COMP100	2	2			4	14	56
								Total	336
Break (Summer 2019)									
Semester 3	Fall 2019								
COMP228	Java Programming	P=COMP123	2	2			4	14	56
COMP229	Web Application Development	P=COMP123, COMP125	2	2			4	14	56
COMP246	Object Oriented Software Engineering	P=COMP123, COMP225	2	2			4	14	56
COMP305	Game Programming 1	P=COMP123	2	2			4	14	56
GNED500	Global Citizenship: from Social Analysis to Social Action			3			3	14	42
MATH185	Discrete Mathematics		1	2			3	14	42
								Total	308
Semester 4	Winter 2020								
COMP212	Programming 3	P=COMP123	2	2			4	14	56
COMP254	Data Structures and Algorithms	P=COMP228	2	2			4	14	56
COMP311	Software Testing and Quality Assurance	P=COMP123	2	2			4	14	56
COMP397	Web Game Programming	P=COMP123 or COMP225	2	1			3	14	42
ENGL253	Advanced Business Communications	P=COMM170/171		3			3	14	42

MATH210	Linear Algebra and Statistics	P=MATH175, MATH185	2	2			4	14	56
								Total	308
Break (Summer 2020)									
Semester 5 Fall 2020									
CNET307◆	IT Project Management	P=COMM170/171, CNET229 or COMP225 or ETEC225 or MATH180	1	2		ODL	3	14	42
COMP216	Networking for Software Developers	P=COMP100	2	2			4	14	56
COMP231	Software Development Project 1	P=COMP228, COMP229, COMP246	2	2			4	14	56
COMP304	Mobile Application Development	P=COMP228	2	2			4	14	56
COMP394	Practical Game Design	P=COMP305, COMP391	2	2			4	14	56
COMP396	Game Programming 2	P=COMP305, COMP391	2	2			4	14	56
								Total	322
Semester 6 Winter 2021									
COMP256	Special Topics in Interactive Gaming	P=COMP305	3				3	14	42
COMP308	Emerging Technologies	P=COMP212, COMP228	2	2			4	14	56
COMP313◆	Software Development Project 2	P= COMP231, COMP381 or (COMP303, COMP306) or (COMP305, COMP391)	2	2		HYB	4	14	56
COMP392	Advanced Graphics	P=COMP212, COMP228	2	2			4	14	56
COMP395	Simulation Design	P=COMP305, COMP391	2	2			4	14	56
EMPS102	Employment Skills 2	P=COMM170/171		2			2	14	28
GNED	General Education Elective			3			3	14	42
								Total	336
Minimum Grade Required: D									
								Total Program Hours:	1904

C = Co-Requisite; P = Pre-Requisite

Notes:
◆This course may be offered in one of the following modalities (Online, Hybrid or Blended)