

# MODEL ROUTE

<b>School:</b>	School of Engineering Technology and Applied Science	<b>Program Number:</b>	3119						
<b>Program Title:</b>	<b>Game - Programming Co-op</b>	<b>Credential:</b>	<input type="checkbox"/> Certificate	<input type="checkbox"/> Graduate Certificate	<input type="checkbox"/> Degree				
			<input type="checkbox"/> Diploma	<input checked="" type="checkbox"/> Advanced Diploma					
<b>Program Delivery Mode:</b>	<input checked="" type="checkbox"/> Co-Op <input type="checkbox"/> Online <input type="checkbox"/> Fast Track <input type="checkbox"/> Hybrid <input type="checkbox"/> Non Co-op	<b>Duration :</b>	<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						
<b>Campus:</b>	<b>Progress</b>								
<b>Intake:</b>	<b>Fall 2019 and Winter 2020</b>								
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
<b>Semester 1</b>	<b>Fall 2019 or Winter 2020</b>								
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
								<b>Total</b>	<b>294</b>
<b>Semester 2</b>	<b>Winter 2020 or Summer 2020</b>								
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, and, COMP120 or COMP391	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
								<b>Total</b>	<b>336</b>
Break (Summer 2020)									
<b>Semester 3</b>	<b>Fall 2020</b>								
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
COOP321◆	Employment Preplacement	P=COMM170/171 minimum "C" grade; CGPA 2.5; 80% year 1 courses completed		1		ODL	1	14	14
GNED500	Global Citizenship: from Social Analysis to Social Action			3			3	14	42
MATH185	Discrete Mathematics		1	2			3	14	42
								<b>Total</b>	<b>322</b>
Work Term 1 (Winter 2021)									
COOP222	Co-op Work Placement 1								
<b>Semester 4</b>	<b>Summer 2021</b>								
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
								<b>Total</b>	<b>308</b>
Work Term 2 (Fall 2021)									
COOP331	Co-op Work Placement 2								
<b>Semester 5</b>	<b>Winter 2022</b>								
COMP216	Networking for Software Developers	P=COMP100	2	2			4	14	56

COMP231◆	Software Development Project 1	P=COMP228 and COMP229 and COMP246	2	2		HYB		4	14	56
COMP256	Special Topics in Interactive Gaming	P=COMP305	3					3	14	42
COMP304	Mobile Application Development	P=COMP228	2	2				4	14	56
COMP308	Emerging Technologies	P=COMP228 and COMP229	2	2				4	14	56
COMP392	Advanced Graphics	P=COMP212 or COMP217, and, COMP305	2	2				4	14	56
COMP395	Simulation Design	P=COMP305 and COMP391	2	2				4	14	56
									<b>Total</b>	<b>378</b>

**Work Term 3 (Summer 2022)**

COOP332	Co-op Work Placement 3									
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**Semester 6 Fall 2022**

CNET307◆	IT Project Management	P=COMM170 or COMM171, and, CNET229 or COMP246	1	2		ODL		3	14	42
COMP313◆	Software Development Project 2	P=COMP231 and COMP303 and COMP304, or, COMP231 and COMP381, or, COMP231 and COMP305 and COMP391, or, COMP246 and COMP258	2	2		HYB		4	14	56
COMP394	Practical Game Design	P=COMP305 and COMP391	2	2				4	14	56
COMP396	Game Programming 2	P=COMP305 and COMP391	2	2				4	14	56
GNED	General Education Elective			3				3	14	42
									<b>Total</b>	<b>252</b>

**Minimum Grade Required: D**

**Total Program Hours: 1890**

**C = Co-Requisite; P = Pre-Requisite**

**Notes:**

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