

# MODEL ROUTE

<b>School:</b>	School of Engineering Technology and Applied Science	<b>Program Number:</b>	3129							
<b>Program Title:</b>	<b>Game Programming Fast-Track</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 type="checkbox"/> Co-Op <input type="checkbox"/> Online <input checked="" type="checkbox"/> Fast Track <input type="checkbox"/> Hybrid <input checked="" type="checkbox"/> Non Co-op	<b>Duration :</b>	<input type="checkbox"/> 2 Semesters	<input type="checkbox"/> 3 Semesters		<input checked="" type="checkbox"/> 4 Semesters				
			<input type="checkbox"/> 6 Semesters		<input type="checkbox"/> 8 Semesters					
<b>Campus:</b>	<b>Progress</b>									
<b>Intake:</b>	<b>Fall 2018 and Winter 2019</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 3</b>	<b>Fall 2018 or Winter 2019</b>									
COMM170/171	College Communications 2			3			3	14	42	
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	
COMP253	Assets for Game Developers	P=COMP391	2	2			4	14	56	
COMP391	Introduction to Game and Simulation	P=COMP100	2	2			4	14	56	
GNED500	Global Citizenship: from Social Analysis to Social Action			3			3	14	42	
								<b>Total</b>	<b>364</b>	
<b>Semester 4</b>	<b>Winter 2019 or Summer 2019</b>									
COMP212	Programming 3	P=COMP123	2	2			4	14	56	
COMP254	Data Structures and Algorithms	P=COMP123	2	2			4	14	56	
COMP305	Game Programming 1	P=COMP123	2	2			4	14	56	
COMP311	Software Testing and Quality Assurance	P=COMP123	2	2			4	14	56	
COMP397	Web Game Programming		2	1			3	14	42	
MATH210	Linear Algebra and Statistics	P=MATH175, MATH185	2	2			4	14	56	
								<b>Total</b>	<b>322</b>	
Break (Summer 2019)										
<b>Semester 5</b>	<b>Fall 2019</b>									
CNET307	IT Project Management	P=COMM170/171, CNET229 or COMP225 or ETEC225 or MATH180	1	2		ODL		3	14	42
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	
ENGL253	Advanced Business Communications	P=COMM170/171		3			3	14	42	
GNED	General Education Elective			3			3	14	42	

Semester 6		Winter 2020						<b>Total</b>		350	
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	
								<b>Total</b>		294	
<b>Minimum Grade Required: D</b>											
									<b>Total Program Hours:</b>		<b>1330</b>

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

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