

# 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 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 3</b>	<b>Fall 2019 or Winter 2020</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 2020 or Summer 2020</b>								
COMP212	Programming 3	P=COMP123	2	2			4	14	56
COMP254	Data Structures and Algorithms	P=COMP228	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	P=COMP123 or COMP225	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 2020)									
<b>Semester 5</b>	<b>Fall 2020</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		HYB	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

GNEED	General Education Elective			3				3	14	42
									<b>Total</b>	<b>350</b>
<b>Semester 6 Winter 2021</b>										
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>	<b>294</b>
<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)