MODEL ROUTE

School:	School of Engineering Technology and Applied Science	**Program Number:**	3129

Program Title:	**Game - Programming, Fast-Track**	**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 ☐ 8 Semesters

Campus: **Progress**

Intake: **Fall 2020 and Winter 2021**

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 3	**Fall 2020 or Winter 2021**								
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
							Total		364
Semester 4	**Winter 2021 or Summer 2021**								
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
							Total		322
Break (Summer 2021)									
Semester 5	**Fall 2021**								
CNET307◆	IT Project Management	P=COMM170 or COMM171, and, CNET229 or COMP246	1	2		ODL	3	14	42
COMP231◆	Software Development Project 1	P=COMP228 and COMP229 and COMP246	2	2		HYB	4	14	56
COMP304	Mobile Apps Development	P=COMP228	2	2			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
ENGL253	Advanced Business Communications	P=COMM170 or COMM171		3			3	14	42
GNED	General Education Elective			3			3	14	42

								Total	350
Semester 6	**Winter 2022**								
COMP256	Special Topics in Interactive Gaming	P=COMP305	3				3	14	42
COMP308	Emerging Technologies	P=COMP228 and COMP229	2	2			4	14	56
COMP313◈	Software Development Project 2	P= COMP231 and COMP381, or, COMP303 and COMP306, or, COMP305 and COMP391	2	2		HYB	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
EMPS102	Employment Skills 2	P=COMM170 or COMM171		2			2	14	28
							Total		294
Minimum Grade Required: D									
						Total Program Hours:			**1330**

C = Co-Requisite; P = Pre-Requisite

Notes:

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