

MODEL ROUTE

| School: | School of Engineering Technology and Applied Science | Program Number: | 3139 | | | | | | |
|---|---|--|---|--|---------------------------------|--|---|------------|-------------|
| Program Title: | Game Programming Co-op, Fast-Track | 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 checked="" type="checkbox"/> Co-Op <input type="checkbox"/> Online <input checked="" type="checkbox"/> Fast Track <input type="checkbox"/> Hybrid <input type="checkbox"/> Non Co-op | Duration : | <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 | | | | | | |
| Campus: | Progress | | | | | | | | |
| Intake: | Fall 2019 and Winter 2020 | | | | | | | | |
| 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 2019 or Winter 2020 | | | | | | | | |
| 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 | | 2 | 2 | | | 4 | 14 | 56 |
| GNE500 | Global Citizenship: from Social Analysis to Social Action | | | 3 | | | 3 | 14 | 42 |
| | | | | | | | Total | | 364 |
| Semester 4 | Winter 2020 or Summer 2020 | | | | | | | | |
| 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 |
| COOP321/421 | Employment Preplacement | P=COMM170/171 minimum "C" grade; CGPA 2.5; 80% year 1 courses completed | | 1 | | ODL | 1 | 14 | 14 |
| MATH210 | Linear Algebra and Statistics | P=MATH175, MATH185 | 2 | 2 | | | 4 | 14 | 56 |
| | | | | | | | Total | | 336 |
| Work Term 1 (Summer 2020 or Fall 2020) | | | | | | | | | |
| COOP222 | Co-op Work Placement 1 | | | | | | | | |
| Work Term 2 (Fall 2020 or Summer 2021) | | | | | | | | | |
| COOP331 | Co-op Work Placement 2 | | | | | | | | |
| Semester 5 | | | | | | | | | |
| Winter 2021 | | | | | | | | | |
| COMP231 | Software Development Project 1 | P=COMP228, COMP229, 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 |

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|---------|----------------------------------|-----------------------|---|---|--|--|---|--------------|------------|
| COMP308 | Emerging Technologies | P=COMP212, COMP228 | 2 | 2 | | | 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 |
| ENGL253 | Advanced Business Communications | P=COMM170/171 | | 3 | | | 3 | 14 | 42 |
| | | | | | | | | Total | 364 |

Break (Summer 2021)

Semester 6 Fall 2021

| | | | | | | | | | | |
|----------------------------------|--------------------------------|---|---|---|--|-----|--|--------------|-----------------------------|-------------|
| 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 COMP381, or, COMP303 and COMP306, or, COMP305 and COMP391 | 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 |
| | | | | | | | | Total | 252 | |
| Minimum Grade Required: D | | | | | | | | | | |
| | | | | | | | | | Total Program Hours: | 1316 |

C = Co-Requisite; P = Pre-Requisite

Notes:

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