

# MODEL ROUTE

<b>School:</b>	School of Engineering Technology and Applied Science	<b>Program Number:</b>	3619		
<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 checked="" 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>ONLINE</b>				
<b>Intake:</b>	<b>Fall 2020 and Winter 2021</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 2020 or Winter 2021</b>								
COMM160/161	College Communications 1			3		ODL	3	14	42
COMP100	Programming 1		2	2		ODL	4	14	56
COMP213	Web Interface Design		4			ODL	4	14	56
COMP391	Introduction to Game and Simulation		2	2		ODL	4	14	56
GNED	General Education Elective			3		ODL	3	14	42
MATH175	Functions and Number Systems			3		ODL	3	14	42
								<b>Total</b>	<b>294</b>
<b>Semester 2</b>	<b>Winter 2021 or Summer 2021</b>								
COMM170/171	College Communications 2	P=COMM160 or COMM161		3		ODL	3	14	42
COMP122	Introduction to Database Concepts		2	2		ODL	4	14	56
COMP123	Programming 2	P=COMP100	2	2		ODL	4	14	56
COMP125	Client-Side Web Development	P=COMP100 and COMP213	2	2		ODL	4	14	56
COMP225	Software Engineering Methodologies 1	P=COMP100, and, COMP120 or COMP391	2	2		ODL	4	14	56
COMP253	Assets for Game Developers	P=COMP391	2	2		ODL	4	14	56
COMP301	UNIX/Linux Operating Systems	P=COMP100	2	2		ODL	4	14	56
								<b>Total</b>	<b>378</b>
Break (Summer 2021)									
<b>Semester 3</b>	<b>Fall 2021</b>								
COMP228	Java Programming	P=COMP123	2	2		ODL	4	14	56
COMP229	Web Application Development	P=COMP123 and COMP125	2	2		ODL	4	14	56
COMP246	Software Systems Design	P=COMP123 and COMP225	2	2		ODL	4	14	56
COMP305	Game Programming 1	P=COMP123	2	2		ODL	4	14	56
COOP321/421	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		ODL	3	14	42
MATH185	Discrete Mathematics			3		ODL	3	14	42
								<b>Total</b>	<b>322</b>
Work Term 1 (Winter 2022)									
COOP222	Co-op Work Placement 1					ODL			
<b>Semester 4</b>	<b>Summer 2022</b>								

COMP217	C++ for Game Development	P=COMP123	2	2	ODL	4	14	56
COMP254	Data Structures and Algorithms	P=COMP228	2	2	ODL	4	14	56
COMP311	Software Testing and Quality Assurance	P=COMP123	2	2	ODL	4	14	56
COMP397	Web Game Programming	P=COMP123 or COMP225	2	1	ODL	3	14	42
ENGL253	Advanced Business Communications	P=COMM170 or COMM171		3	ODL	3	14	42
MATH210	Linear Algebra and Statistics	P=MATH175 and MATH185	2	2	ODL	4	14	56
							<b>Total</b>	<b>308</b>
<b>Work Term 2 (Fall 2022)</b>								
COOP331	Co-op Work Placement 2				ODL			
<b>Semester 5 Winter 2023</b>								
COMP216	Networking for Software Developers	P=COMP100	2	2	ODL	4	14	56
COMP231	Software Development Project 1	P=COMP228 and COMP229 and COMP246	2	2	ODL	4	14	56
COMP256	Special Topics in Interactive Gaming	P=COMP305	3		ODL	3	14	42
COMP304	Mobile Apps Development	P=COMP228	2	2	ODL	4	14	56
COMP308	Emerging Technologies	P=COMP228 and COMP229	2	2	ODL	4	14	56
COMP392	Advanced Graphics	P=COMP217, and, COMP305	2	2	ODL	4	14	56
COMP395	Simulation Design	P=COMP305 and COMP391	2	2	ODL	4	14	56
							<b>Total</b>	<b>378</b>
<b>Work Term 3 (Summer 2023)</b>								
COOP332	Co-op Work Placement 3				ODL			
<b>Semester 6 Fall 2023</b>								
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	ODL	4	14	56
COMP394	Practical Game Design	P=COMP305 and COMP391	2	2	ODL	4	14	56
COMP396	Game Programming 2	P=COMP305 and COMP391	2	2	ODL	4	14	56
GNED	General Education Elective			3	ODL	3	14	42
							<b>Total</b>	<b>252</b>
<b>Minimum Grade Required: D</b>								
							<b>Total Program Hours:</b>	<b>1932</b>
<b>C = Co-Requisite; P = Pre-Requisite</b>								
<b>Notes:</b>								
◆ This course may be offered in one of the following modalities (Online, Hybrid or Blended)								