

# MODEL ROUTE

<b>School:</b>	School of Engineering Technology and Applied Science	<b>Program Number:</b>	3679		
<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 checked="" 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>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 3</b>	<b>Fall 2020 or Winter 2021</b>								
COMM170/171	College Communications 2	P=COMM160/161		3		ODL	3	14	42
COMP228	Java Programming	P=COMP123	2	2		ODL	4	14	56
COMP229	Web Application Development	P=COMP123, COMP125	2	2		ODL	4	14	56
COMP246	Object Oriented Software Engineering	P=COMP123, COMP225	2	2		ODL	4	14	56
COMP253	Assets for Game Developers	P=COMP391	2	2		ODL	4	14	56
COMP391	Introduction to Game and Simulation		2	2		ODL	4	14	56
GNED500	Global Citizenship: from Social Analysis to Social Action			3		ODL	3	14	42
								<b>Total</b>	364
<b>Semester 4</b>	<b>Winter 2021 or Summer 2021</b>								
COMP212	Programming 3	P=COMP123	2	2		ODL	4	14	56
COMP254	Data Structures and Algorithms	P=COMP228	2	2		ODL	4	14	56
COMP305	Game Programming 1	P=COMP123	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
MATH210	Linear Algebra and Statistics	P=MATH175, MATH185	2	2		ODL	4	14	56
								<b>Total</b>	322
Break (Summer 2021)									
<b>Semester 5</b>	<b>Fall 2021</b>								
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		ODL	4	14	56
COMP304	Mobile Apps Development	P=COMP228	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
ENGL253	Advanced Business Communications	P=COMM170 or COMM171		3		ODL	3	14	42
GNED	General Education Elective			3		ODL	3	14	42
								<b>Total</b>	350

Semester 6	Winter 2022									
COMP256◆	Special Topics in Interactive Gaming	P=COMP305	3			ODL	3	14	42	
COMP308◆	Emerging Technologies	P=COMP228 and COMP229	2	2		ODL	4	14	56	
COMP313◆	Software Development Project 2	P= COMP231 and COMP381, or, COMP303 and COMP306, or, COMP305 and COMP391	2	2		ODL	4	14	56	
COMP392◆	Advanced Graphics	P=COMP212 or COMP217, and, COMP305	2	2		ODL	4	14	56	
COMP395◆	Simulation Design	P=COMP305 and COMP391	2	2		ODL	4	14	56	
EMPS102◆	Employment Skills 2	P=COMM170 or COMM171		2		ODL	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)