

MODEL ROUTE

| School: | School of Engineering Technology and Applied Science | Program Number: | 3119 | | | | | | |
|-------------------------------|--|--|---|---------------|-----------------------|---|--|--------------|-------------|
| Program Title: | Game - Programming Co-op | Credential: | <input type="checkbox"/> Certificate <input type="checkbox"/> Graduate Certificate <input type="checkbox"/> Degree <input type="checkbox"/> Diploma <input checked="" type="checkbox"/> Advanced Diploma <input type="checkbox"/> Centennial College Certificate | | | | | | |
| Program Delivery Mode: | <input checked="" type="checkbox"/> Co-Op <input type="checkbox"/> Online <input type="checkbox"/> Fast Track <input type="checkbox"/> Hybrid <input type="checkbox"/> Non Co-op | Duration : | <input type="checkbox"/> 1 Semesters <input type="checkbox"/> 4 Semesters <input type="checkbox"/> 2 Semesters <input checked="" type="checkbox"/> 6 Semesters <input type="checkbox"/> 3 Semesters <input type="checkbox"/> 8 Semesters | | | | | | |
| Campus: | PROGRESS | Department Code: | 3515 | | | | | | |
| Intake: | Fall 2023 and Winter 2024 | | | | | | | | |
| 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 1 | Fall 2023 or Winter 2024 | | | | | | | | |
| COMM160/161 | College Communications 1 | | | 3 | | | 3 | 14 | 42 |
| COMP100 | Programming 1 | | 2 | 2 | | | 4 | 14 | 56 |
| COMP213 | Web Interface Design | | 4 | | | | 4 | 14 | 56 |
| COMP391 | Introduction to Game and Simulation | | 2 | 2 | | | 4 | 14 | 56 |
| GNED | General Education Elective | | | 3 | | | 3 | 14 | 42 |
| MATH175 | Functions and Number Systems | | | 3 | | | 3 | 14 | 42 |
| | | | | | | | | Total | 294 |
| Semester 2 | Winter 2024 or Summer 2024 | | | | | | | | |
| COMM170/171 | College Communications 2 | P=COMM160 or COMM161 | | 3 | | | 3 | 14 | 42 |
| COMP122 | Introduction to Database Concepts | | 2 | 2 | | | 4 | 14 | 56 |
| COMP123 | Programming 2 | P=COMP100 | 2 | 2 | | | 4 | 14 | 56 |
| COMP125 | Client-Side Web Development | P=COMP100 and COMP213 | 2 | 2 | | | 4 | 14 | 56 |
| COMP225◆ | Software Requirements Engineering | P=COMP100, and, COMP120 or COMP391 | 2 | 2 | | HYB | 4 | 14 | 56 |
| COMP253 | Assets for Game Developers | P=COMP391 | 2 | 2 | | | 4 | 14 | 56 |
| COMP301 | UNIX/Linux Operating Systems | P=COMP100 | 2 | 2 | | | 4 | 14 | 56 |
| | | | | | | | | Total | 378 |
| Break | Summer 2024 | | | | | | | | |
| Semester 3 | Fall 2024 | | | | | | | | |
| COMP228 | Java Programming | P=COMP123 | 2 | 2 | | | 4 | 14 | 56 |
| COMP229 | Web Application Development | P=COMP123 and COMP125 | 2 | 2 | | | 4 | 14 | 56 |
| COMP246 | Software Systems Design | P=COMP123 and COMP225 | 2 | 2 | | | 4 | 14 | 56 |
| COMP305 | Game Programming 1 | P=COMP123 | 2 | 2 | | | 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 | | | 3 | 14 | 42 |
| MATH185 | Discrete Mathematics | | | 3 | | | 3 | 14 | 42 |
| | | | | | | | | Total | 322 |
| Work Term 1 | Winter 2025 | | | | | | | | |
| COOP222 | Co-op Work Placement 1 | | | | | | | | |
| Semester 4 | Summer 2025 | | | | | | | | |
| COMP217 | C++ for Game Development | P=COMP123 | 2 | 2 | | | 4 | 14 | 56 |

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