

MODEL ROUTE									
School:	School of Engineering Technology and Applied Science	Program Number:	3139						
Program Title:	Game - Programming, Fast Track Co-op	Credential:	<div><input type="checkbox"/> Certificate      <input type="checkbox"/> Graduate Certificate      <input type="checkbox"/> Degree</div> <div><input type="checkbox"/> Diploma      <input checked="" type="checkbox"/> Advanced Diploma      <input type="checkbox"/> Centennial College Certificate</div>						
Program Delivery Mode:	<div><input checked="" type="checkbox"/> Co-Op      <input type="checkbox"/> Online</div> <div><input checked="" type="checkbox"/> Fast Track      <input type="checkbox"/> Hybrid</div> <div><input type="checkbox"/> Non Co-op</div>	Duration :	<div><input type="checkbox"/> 1 Semesters      <input checked="" type="checkbox"/> 4 Semesters</div> <div><input type="checkbox"/> 2 Semesters      <input type="checkbox"/> 6 Semesters</div> <div><input type="checkbox"/> 3 Semesters      <input type="checkbox"/> 8 Semesters</div>						
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 3	Fall 2023 or Winter 2024								
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 and COMP125	2	2			4	14	56
COMP246	Software Systems Design	P=COMP123 and 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 2024 or Summer 2024								
COMP217	C++ for Game Development	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	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 and MATH185	2	2			4	14	56
							Total		336
Work Term 1	Summer 2024 or Fall 2024								
COOP222	Co-op Work Placement 1								
Work Term 2	Fall 2024 or Summer 2025								
COOP331	Co-op Work Placement 2								
Semester 5	Winter 2025								
COMP231◆	Software Development Project 1	P=COMP228 and COMP229 and 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
COMP308	Emerging Technologies	P=COMP228 and COMP229	2	2			4	14	56
COMP392	Advanced Graphics	P=COMP217 and COMP305	2	2			4	14	56

COMP395	Simulation Design	P=COMP305 and COMP391	2	2			4	14	56
ENGL253	Advanced Business Communications	P=COMM170 or COMM171		3			3	14	42
							Total		364
Break	Summer 2025								
Semester 6	Fall 2025								
CNET307◆	IT Project Management	P=COMM170 or COMM171, and, CNET229 or COMP225	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		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
GNEP	General Education Elective			3			3	14	42
							Total		252
<b>Minimum Grade Required: D</b>									
								<b>Total Program Hours:</b>	<b>1316</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)									