

# 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<br><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<br><input type="checkbox"/> Fast Track <input checked="" type="checkbox"/> Hybrid<br><input type="checkbox"/> Non Co-op | Duration :   | <input type="checkbox"/> 1 Semesters <input type="checkbox"/> 4 Semesters<br><input type="checkbox"/> 2 Semesters <input checked="" type="checkbox"/> 6 Semesters<br><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<br>ODL=Online<br>BLD=Blended<br>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             |                       | ODL  | 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             |                       | ODL  | 3  | 14         | 42          |
| MATH175                | Functions and Number Systems  |  |   | 3             |                       | ODL  | 3  | 14         | 42          |
|                        |   |  |   |               |                       |  |  | Total      | 294         |
| Semester 2             | Winter 2024 or Summer 2024  |  |   |               |                       |  |  |            |             |
| COMM170/171            | College Communications 2  | P=COMM160 or COMM161   |   | 3             |                       | ODL  | 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                | Employment Preplacement   | P=COMM160/161 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          |
|                        |   |  |   |               |                       |  |  | 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          |

**Notes:**

- ◆ This course may be offered in one of the following modalities (Online, Hybrid or Blended)
- ◆◆ This course may be offered in a compressed delivery 2 hours per week for a 7 week period.