		MODEL	. ROI	UTE						
School:	School of Engineering Technology and Applied Science	Program Number:	3129							
Program Title:	Game - Programming, Fast Track	Credential:	☐ Certificate     ☐ Graduate Certificate     ☐ Degree       ☐ Diploma     ☐ Advanced Diploma     ☐ Centennial College Certificate							
Program Delivery Mode:	☐ Co-Op ☐ Online ☐ Fast Track ☐ Hybrid ☐ Non Co-op	Duration :		☐ 1 Seme	esters $\Box$	4 Semesters 6 Semesters 8 Semesters				
Campus:	PROGRESS	Department Code:	3515							
Intake:	Fall 2024 and Winter 2025									
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 2024 or Winter 2025									
COMM170/171�	College Communications 2	P=COMM160 or COMM161		3		ODL	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		ODL	3	14	42	
Camaratan A	Winter 2024 or Summer 2024							Total	364	
Semester 4 COMP217	Winter 2024 or Summer 2024 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		НҮВ	4	14	56	
COMP397 <b>♦</b>	Web Game Programming	P=COMP123	1	2		ODL	3	14	42	
MATH210 �	Linear Algebra and Statistics	P=MATH175 and MATH185	2	2		НҮВ	4	14	56	
Break	Summer 2024							Total	322	
Semester 5	Fall 2024									
CNET307�	IT Project Management	P=COMM170 or COMM171, and, CNET229 or COMP246	1	2		ODL	3	14	42	
COMP280	Multiplayer Game Development	P=COMP123 and COMP217	2	2			4	14	56	
COMP290	Game Development Project 1	P=COMP229 and COMP246 and COMP305	2	2			4	14	56	
COMP304	Mobile Apps Development	P=COMP228	2	2			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	
ENGL253�	Advanced Business Communications	P=COMM170 or COMM171		3		ODL	3	14	42	
GNED �	General Education Elective			3		ODL	3	14	42	
								Total	406	

Semester 6	Winter 2025								
COMP256	Special Topics in Interactive Gaming	P=COMP305	3				3	14	42
COMP308	Emerging Technologies	P=COMP228 and COMP229	2	2			4	14	56
СОМРЗ90	Game Development Project 2	P=COMP231 and COMP305 and COMP391, or, COMP280 and COMP290	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
EMPS102 ❖	Employment Skills 2	P=COMM170 or COMM171		2		ODL	2	14	28
								Total	294
Minimum Grade Required: D									
Total Program Hours:									1386

## C = Co-Requisite; P = Pre-Requisite

Notes:

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