

## MODEL ROUTE

[illegible]

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
COMP390	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
								<b>Total</b>	294
<b>Minimum Grade Required: D</b>									
								<b>Total Program Hours:</b>	<b>1386</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)									