

# MODEL ROUTE

<b>School:</b>	School of Engineering Technology and Applied Science	<b>Program Number:</b>	3619						
<b>Program Title:</b>	<b>Game - Programming Co-op</b>	<b>Credential:</b>	<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						
<b>Program Delivery Mode:</b>	<input checked="" type="checkbox"/> Co-Op <input checked="" type="checkbox"/> Online <input type="checkbox"/> Fast Track <input type="checkbox"/> Hybrid <input type="checkbox"/> Non Co-op	<b>Duration :</b>	<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						
<b>Campus:</b>	<b>ONLINE</b>	<b>Department Code:</b>	<b>3515</b>						
<b>Intake:</b>	<b>Fall 2022 and Winter 2023</b>								
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
<b>Semester 1</b>	<b>Fall 2022 or Winter 2023</b>								
COMM160/161	College Communications 1			3		ODL	3	14	42
COMP100	Programming 1		2	2		ODL	4	14	56
COMP213	Web Interface Design		4			ODL	4	14	56
COMP391	Introduction to Game and Simulation		2	2		ODL	4	14	56
GNED	General Education Elective			3		ODL	3	14	42
MATH175	Functions and Number Systems			3		ODL	3	14	42
								<b>Total</b>	<b>294</b>
<b>Semester 2</b>	<b>Winter 2023 or Summer 2023</b>								
COMM170/171	College Communications 2	P=COMM160 or COMM161		3		ODL	3	14	42
COMP122	Introduction to Database Concepts		2	2		ODL	4	14	56
COMP123	Programming 2	P=COMP100	2	2		ODL	4	14	56
COMP125	Client-Side Web Development	P=COMP100 and COMP213	2	2		ODL	4	14	56
COMP225	Software Requirements Engineering	P=COMP100, and, COMP120 or COMP391	2	2		ODL	4	14	56
COMP253	Assets for Game Developers	P=COMP391	2	2		ODL	4	14	56
COMP301	UNIX/Linux Operating Systems	P=COMP100	2	2		ODL	4	14	56
								<b>Total</b>	<b>378</b>
<b>Break</b>	<b>Summer 2023</b>								
<b>Semester 3</b>	<b>Fall 2023</b>								
COMP228	Java Programming	P=COMP123	2	2		ODL	4	14	56
COMP229	Web Application Development	P=COMP123 and COMP125	2	2		ODL	4	14	56
COMP246	Software Systems Design	P=COMP123 and COMP225	2	2		ODL	4	14	56
COMP305	Game Programming 1	P=COMP123	2	2		ODL	4	14	56
COOP421	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		ODL	3	14	42
MATH185	Discrete Mathematics			3		ODL	3	14	42
								<b>Total</b>	<b>322</b>
<b>Work Term 1</b>	<b>Winter 2024</b>								
COOP222	Co-op Work Placement 1					ODL			
<b>Semester 4</b>	<b>Summer 2024</b>								
COMP217	C++ for Game Development	P=COMP123	2	2		ODL	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.