

Part-time Program Delivery Schedule  
**Game – Design and Simulation (GAME)**  
**Ontario College Diploma**  
**Fall 2024 – Winter 2028**



Graduation Requirements: 23 program courses, 2 communications courses, 3 general education courses

| Recommended Course Sequence |             |  |                            |
|-----------------------------|-------------|--|----------------------------|
| Semester                    | Course Code | Course Name  | Term                       |
| YEAR 1                      |             |  |                            |
| Sem 1                       | COMP1115    | Game Programming   | Fall 2024                  |
| Sem 1                       | MATH1043    | Mathematics and Physics for Game Design                                  | Fall 2024                  |
| Sem 1                       | GAME1000    | Game Art   | Fall 2024                  |
| Sem 2                       | COMP1117    | Unity Programming ( <i>pre-requisite: COMP1115</i> )                     | Winter 2025                |
| Sem 2                       | GAME1004    | Game Engines   | Winter 2025                |
| Sem 2                       | GAME1007    | World and Interface Design ( <i>pre-requisite: GAME1000</i> )            | Winter 2025                |
| Sem 1                       | COMM        | <u>Communications Course</u> (online options)                            | Summer 2025                |
| Sem 3                       | GNED        | <u>General Education Course</u> (online options)                         | Summer 2025                |
| YEAR 2                      |             |  |                            |
| Sem 1                       | GAME1002    | Narrative Design and Digital Storytelling                                | Fall 2025                  |
| Sem 1                       | GAME1001    | Game Design 1  | Fall 2025                  |
| Sem 1                       | MGMT2028    | Project Management for Game Design                                       | Fall 2025                  |
| Sem 2                       | GAME1006    | Game Texturing and Modelling   | Winter 2026                |
| Sem 2                       | GAME2000    | Game Animation and Motion ( <i>pre-requisite: GAME1000</i> )             | Winter 2026                |
| Sem 2                       | GAME2006    | Game Publishing ( <i>pre-requisite: MGMT2028</i> )                       | Winter 2026                |
| Sem 2                       | COMM        | <u>Communications Course</u> (online options)                            | Summer 2026                |
| Sem 4                       | GNED        | <u>General Education Course</u> (online options)                         | Summer 2026                |
| YEAR 3                      |             |  |                            |
| Sem 3                       | COMP1116    | Visual Scripting in Unreal ( <i>pre-requisite: COMP1115</i> )            | Fall 2026                  |
| Sem 3                       | GAME1005    | Lighting and Rendering for Games<br>( <i>pre-requisite: GAME1006</i> )   | Fall 2026                  |
| Sem 3                       | GAME2002    | Game Sound Design  | Fall 2026                  |
| Sem 4                       | COMP2141    | Interactive Simulation Programming<br>( <i>pre-requisite: COMP1116</i> ) | Winter 2027                |
| Sem 4                       | COMP2142    | Game Artificial Intelligence<br>( <i>pre-requisite: COMP1117</i> )       | Winter 2027                |
| Sem 4                       | GNED        | <u>General Education Course</u> (online options)                         | Winter 2027 or Summer 2027 |

recommended course schedule continued on next page

| YEAR 4 |          |  |             |
|--------|----------|--|-------------|
| Sem 3  | GAME1003 | Game Design 2 ( <i>pre-requisite: GAME1001</i> )                   | Fall 2027   |
| Sem 3  | GAME2003 | World and Level Building   | Fall 2027   |
| Sem 3  | GAME2001 | Game Design Portfolio 1 ( <i>pre-requisite: GAME2006</i> )         | Fall 2027   |
| Sem 4  | GAME2004 | Game Production ( <i>pre-requisite: GAME2006</i> )                 | Winter 2028 |
| Sem 4  | GAME2007 | Mobile Game Design ( <i>pre-requisite: GAME1001 and COMP1115</i> ) | Winter 2028 |
| Sem 4  | GAME2005 | Game Design Portfolio 2 ( <i>pre-requisite: GAME2001</i> )         | Winter 2028 |

\*Note this schedule subject to change

If you are unable to follow the recommended sequencing, please discuss your course selection with your Program Coordinator.

### Completion timeline

Following the recommended sequencing of courses: 4 years

### Questions?

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