

Part-time Program Delivery Schedule
Game – Design and Simulation (GAME)
Ontario College Diploma
Fall 2023 – Winter 2027



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 2023
Sem 1	MATH1043	Mathematics and Physics for Game Design	Fall 2023
Sem 1	GAME1000	Game Art	Fall 2023
Sem 2	COMP1117	Unity Programming (<i>pre-requisite: COMP1115</i>)	Winter 2024
Sem 2	GAME1004	Game Engines	Winter 2024
Sem 2	GAME1007	World and Interface Design (<i>pre-requisite: GAME1000</i>)	Winter 2024
Sem 1	COMM	<u>Communications Course</u> (online options)	Summer 2024
Sem 3	GNED	<u>General Education Course</u> (online options)	Summer 2024
YEAR 2			
Sem 1	GAME1002	Narrative Design and Digital Storytelling	Fall 2024
Sem 1	GAME1001	Game Design 1	Fall 2024
Sem 1	MGMT2028	Project Management for Game Design	Fall 2024
Sem 2	GAME1006	Game Texturing and Modelling	Winter 2025
Sem 2	GAME2000	Game Animation and Motion (<i>pre-requisite: GAME1000</i>)	Winter 2025
Sem 2	GAME2006	Game Publishing (<i>pre-requisite: MGMT2028</i>)	Winter 2025
Sem 2	COMM	<u>Communications Course</u> (online options)	Summer 2025
Sem 4	GNED	<u>General Education Course</u> (online options)	Summer 2025
YEAR 3			
Sem 3	COMP1116	Visual Scripting in Unreal (<i>pre-requisite: COMP1115</i>)	Fall 2025
Sem 3	GAME1005	Lighting and Rendering for Games (<i>pre-requisite: GAME1006</i>)	Fall 2025
Sem 3	GAME2002	Game Sound Design	Fall 2025
Sem 4	COMP2141	Interactive Simulation Programming (<i>pre-requisite: COMP1116</i>)	Winter 2026
Sem 4	COMP2142	Game Artificial Intelligence (<i>pre-requisite: COMP1117</i>)	Winter 2026
Sem 4	GNED	<u>General Education Course</u> (online options)	Summer 2026 or Winter 2026

⤵ recommended course schedule continued on next page ⤵

YEAR 4			
Sem 3	GAME1003	Game Design 2 (<i>pre-requisite: GAME1001</i>)	Fall 2026
Sem 3	GAME2003	World and Level Building	Fall 2026
Sem 3	GAME2001	Game Design Portfolio 1 (<i>pre-requisite: GAME2006</i>)	Fall 2026
Sem 4	GAME2004	Game Production (<i>pre-requisite: GAME2006</i>)	Winter 2027
Sem 4	GAME2007	Mobile Game Design (<i>pre-requisite: GAME1001 and COMP1115</i>)	Winter 2027
Sem 4	GAME2005	Game Design Portfolio 2 (<i>pre-requisite: GAME2001</i>)	Winter 2027

*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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