

**ADVANCED GAME DEVELOPMENT DIPLOMA PROGRAM COURSE LIST**

List is effective September 5, 2023 to August 23, 2024. Learners follow the Program Course List in place at the start of their program

The Advance Game Development (AGD) diploma program must be completed in 5 years

**IMPORTANT INFORMATION ABOUT THIS PROGRAM**

Course availability and program requirements are determined by the Center for Entertainment Arts

The program requirements that were in effect on the date that the learner began their program are those that need to be fulfilled in order to graduate.

Term availability listed is only for the 2023/2024 Academic Year.

Maximum class capacity is determined by the department offering the course.

Pre-requisites are courses that must be completed before taking a more advanced course.

Term 5 and 6 pre-requisites to be determined by the Center for Entertainment Arts

Learners may attempt a course a maximum of 3 times. This includes withdrawing from a course.

| Term                 | Course   | Credits   | Availability   | Passing grade     | Pre-requisite      | Checklist<br>(for learner use) |
|----------------------|--|-----------|--|-------------------|--------------------|--------------------------------|
| 1                    | GAME1101 Game Design   | 3         | Fall/Winter/Spring   | D (50% or higher) |                    |                                |
|                      | GAME1201 Technical Design                                    | 3         | Fall/Winter/Spring   | D (50% or higher) |                    |                                |
|                      | GAME1301 Environmental Art                                   | 3         | Fall/Winter/Spring   | D (50% or higher) |                    |                                |
|                      | GAME1401 Game Programming I                                  | 3         | Fall/Winter/Spring   | D (50% or higher) |                    |                                |
| 2                    | GAME1102 Level Design  | 3         | Winter/Spring  | D (50% or higher) | All term 1 courses |                                |
|                      | GAME1202 Visual Scripting                                    | 3         | Winter/Spring  | D (50% or higher) | All term 1 courses |                                |
|                      | GAME1302 Character Art                                       | 3         | Winter/Spring  | D (50% or higher) | All term 1 courses |                                |
|                      | GAME1402 Game Programming II                                 | 3         | Winter/Spring  | D (50% or higher) | All term 1 courses |                                |
| 3                    | GAME1103 User Interface (UI) and User Experience (UX) Design | 3         | Fall/Spring  | D (50% or higher) | All term 2 courses |                                |
|                      | GAME1303 Character Animation                                 | 3         | Fall/Spring  | D (50% or higher) |                    |                                |
|                      | GAME1501 Rapid Prototype Development                         | 3         | Fall/Spring  | D (50% or higher) |                    |                                |
|                      | GAME2401 Game Programming III                                | 3         | Fall/Spring  | D (50% or higher) | All term 2 courses |                                |
| 4                    | GAME2101 Systems Design                                      | 3         | Fall/Winter  | D (50% or higher) | All term 3 courses |                                |
|                      | GAME2301 Technical Art                                       | 3         | Fall/Winter  | D (50% or higher) | All term 3 courses |                                |
|                      | GAME2402 Shaders and Rendering                               | 3         | Fall/Winter  | D (50% or higher) | All term 3 courses |                                |
|                      | GAME2501 Rapid Game Development I                            | 3         | Fall/Winter  | D (50% or higher) | All term 3 courses |                                |
| 5                    | GAME2102 Storytelling and Narrative Design                   | 3         | Winter/Spring  | D (50% or higher) | TBD                |                                |
|                      | GAME2302 Procedural Art                                      | 3         | Winter/Spring  | D (50% or higher) | TBD                |                                |
|                      | GAME2502 Rapid Game Development II                           | 3         | Winter/Spring  | D (50% or higher) | TBD                |                                |
|                      | GAME2503 Developing for Extended Reality (XR)                | 3         | Winter/Spring  | D (50% or higher) | TBD                |                                |
| 6                    | GAME2504 Industry Project I: Pre-Production                  | 3         | Spring   | D (50% or higher) | TBD                |                                |
|                      | GAME2505 Industry Project II: First Production               | 4         | Spring   | D (50% or higher) | TBD                |                                |
|                      | GAME2506 Industry Project III: Production                    | 4         | Spring   | D (50% or higher) | TBD                |                                |
|                      | GAME2999 Capstone Industry Project: Game Development         | 5         | Spring   | D (50% or higher) | TBD                |                                |
| <b>TOTAL CREDITS</b> |  | <b>76</b> | <b>A full time course load is 9 credits or more. A part time course load is 8 credits or less.</b> |                   |                    |                                |