Video Game Art & Design - Diploma - Learner Course Plan

cna

Name: _____   **Program Start Date:** _____

Student ID: _____   **GPA:** _____

Telephone #: _____   **Alt Email:** _____

Semester	Course #	Course Name	Prerequisite/ Co-Requisite	Grade	Credit Value	Term
One (Fall)	CM1100	Writing Essentials			3	
	GD1130	Game Design Theory			3	
	HY1120	Prehistory to Renaissance			3	
	PY1150	Photography			3	
	VA1110	Drawing Methods & Media			3	
	VA1115	2D Design			2	
	VA1400	Colour Theory			3	
Two (Winter)	CM1521	Writing for the Arts			3	
	GD1120	Storytelling in Games I			3	
	GD1140	Serious Games Theory			3	
	HY1130	Renaissance to 20th Century			3	
	VA1120	Digital Imaging			3	
	VA1140	Figure Drawing	**PR:** VA1110		3	
	VA1170	3D Design			3	
Three (Fall)	CM2200	Oral Communications			2	
	GD1150	Game & Level Design I	**PR:**GD1130 **CR**: GD1160; GD1170		4	
	GD1160	Art for Games I	**PR**: VA1120; VA1110 **CR**: GD1150		4	
	GD1170	Sound Design for Games	**CR**: GD1150		3	
	GD1180	Game Industry Professionalism			3	
	Elective	Minimum of 3 credits			3	
Four (Winter)	CM1400	Technical Report Writing I			3	
	GD1600	Business of Game Development	**PR**: GD1150		3	
	GD2110	Game & Level Design II	**PR**: GD1150; GD1140		4	
	GD2121	Art for Games II	**PR**: GD1160		4	
	GD2130	Storytelling in Games II	**PR**: GD1120		3	
	Elective	Minimum 3 credits			3	

Five (Intersession)	GD2140	Games & Level Design III	**PR**: GD2110 **CR**: GD2150; GD2160		4	
	GD2150	Art for Games III	**PR**: GD2121 **CR**: GD2140		3	
	GD2160	QA & Playtesting for Games	**CR**: GD2140		2	
YEAR THREE						
Six (Fall)	GD3100	Game & Level Design IV	**PR**: GD2140 **CR**: GD3110; GD3130		4	
	GD3110	Art for Games IV	**PR**: GD2150 **CR**: GD3100; GD3120		4	
	GD3120	3D Game Character Design	**PR**: VA1140 **CR**: GD3110		4	
	GD3130	Visual Narrative for Games	**PR**: GD2130 **CR**: GD3100		3	
	EP1100	Entrepreneurial Studies			4	
Seven (Winter)	GD3140	Game & Level Design V	**PR:** GD3100 **CR**: GD3170; GD3150		4	
	GD3150	Interactive Storytelling	**PR**: GD3130 **CR**: GD3140		3	
	GD3160	Portfolio for the Game Industry	**PR**: GD3130 **CR**: GD3170; GD3140		3	
	GD3170	Art for Games V	**PR**: GD3110 **CR**: GD3140		4	
	GD3190	VR & AR in Games & Simulation	**PR**: GD3100 **CR**: GD3110		3	
Eight (Intersession)	GD3180	Game Design Capstone Project	**PR:** GD3140; GD3170; GD1180		7	

NOTE:

- Prerequisites - When registering for courses, please take note of the prerequisites. A prerequisite must be completed before registering for a subsequent course.

- Co-Requisites – When registering for courses, please take note of the co-requisites. A co-requisite must be completed in combination with specific courses.

- Students must achieve a grade point average of 2.0 or greater to meet graduation requirements. Use the GPA calculation table to calculate your GPA.

- This document is for planning purposes only. Official confirmation of course completion and grades are obtainable from Student Services.