

# Video Game Art & Design - Diploma Program Plan Checklist



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 20 <sup>th</sup> Century			3	
	VA1120	Digital Imaging			3	
	VA1140	Figure Drawing	PR: VA1110		3	
	VA1170	3D Design			3	
<b>YEAR TWO</b>						
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			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	<b>PR:</b> GD2110 <b>CR:</b> GD2150; GD2160		4	
	GD2150	Art for Games III	<b>PR:</b> GD2121 <b>CR:</b> GD2140		3	
	GD2160	QA & Playtesting for Games	<b>CR:</b> GD2140		2	
<b>YEAR THREE</b>						
Six (Fall)	GD3100	Game & Level Design IV	<b>PR:</b> GD2140 <b>CR:</b> GD3110; GD3130		4	
	GD3110	Art for Games IV	<b>PR:</b> GD2150 <b>CR:</b> GD3100; GD3120		4	
	GD3120	3D Game Character Design	<b>PR:</b> VA1140 <b>CR:</b> GD3110		4	
	GD3130	Visual Narrative for Games	<b>PR:</b> GD2130 <b>CR:</b> GD3100		3	
	EP1100	Entrepreneurial Studies			4	
Seven (Winter)	GD3140	Game & Level Design V	<b>PR:</b> GD3100 <b>CR:</b> GD3170; GD3150		4	
	GD3150	Interactive Storytelling	<b>PR:</b> GD3130 <b>CR:</b> GD3140		3	
	GD3160	Portfolio for the Game Industry	<b>PR:</b> GD3130 <b>CR:</b> GD3170; GD3140		3	
	GD3170	Art for Games V	<b>PR:</b> GD3110 <b>CR:</b> GD3140		4	
	GD3190	VR & AR in Games & Simulation	<b>PR:</b> GD3100 <b>CR:</b> GD3110		3	
Eight (Intersession)	GD3180	Game Design Capstone Project	<b>PR:</b> 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.