

Game – Development (GAMD) Ontario College Diploma PART-TIME

Frequently Asked Questions

Do I need to apply?

Part-time students must apply to this program through ontariocolleges.ca
Use the code GMDX. (This is the program code on OCAS.)

When can I start the program?

Intakes: September

How many courses do I take?

Full program details can be viewed on the [Program Outline](#).

Graduation requirements

35 Program Courses

1 Communications Courses

3 General Education Courses

Are courses delivered in the evening? Online?

Part-time students enrolled in the Game – Development Diploma take courses along with the full-time students. There are no courses specifically scheduled in the evening. Not all courses in this program are available online. Most courses are delivered in-person. To discuss delivery, please connect with the program coordinator, Wallace Balaniuc. Wallace.Balaniuc@GeorgianCollege.ca

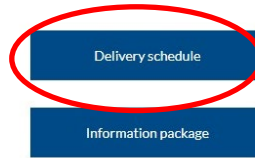
Communications and General Education courses are available online.

Are part-time students eligible for OSAP?

Part-time students MAY be eligible – this is individual and based usually on number of courses you take per semester. For more information, visit our [Financial Aid page](#).

How do I know which courses to take? Where can I see course fees?

We have set a schedule up for you – review the delivery schedule posted on the program page:



What is the cost of the program?

There is no program fee when studying part-time. As a part-time student, you can take 1, 2 or 3 courses at a time in any given semester. Payment is per course, as you register.

The course fees change year-to-year and course to course. The best source for accurate fees is to check the Game – Development webpage.



Course information

Course offerings and equivalents

Currently available courses are linked below. Please see our course listings of available [General Education](#) and [Communications](#) courses

Course title	Course code	Ontario
Game Animation and Motion	GAME 2000	
Game Art	GAME 1000	
Game Artificial Intelligence	COMP 2142	
Game Design 1	GAME 1001	
Game Design 2	GAME 1003	
Game Design Portfolio 1	GAME 2001	
Game Design Portfolio 2	GAME 2005	

PLEASE NOTE: course section details (like fees/start/end) only show while registration is open – if you are looking for fees and cannot see any section details, please use our screenshots below for your fee estimate. Each course listed links to course sections with fees:

Game Art

GAME 1000

Course description

Successful games rely on compelling art and design to produce the “look and feel” of a game. Students learn and apply industry-standard principles, tools and techniques that are used to create outstanding game art assets. In addition, students adopt culturally appropriate representations that are applicable to the game narrative.

Credits	Course Hours
3	42

Students registering for credit courses for the first time must declare a program at the point of registration. Declaring a program does not necessarily mean students must complete a program. Individual courses may be taken for skill improvement and upgrading.

For more information, please [contact Continuing Education](#)

Available Courses

Unless stated, the course fee does NOT include the textbook(s). Not all courses have required textbooks. See [registration dates](#) for courses that are not yet open.

▼ Game Art - GAME 1000
Tuesday, Sept. 5, 2023

GAME ART - GAME 1000
Fee: \$344.4
Course registration number: 11927
Start: Tuesday, Sept. 5, 2023
End: Friday, Dec. 15, 2023

Days	Times	Building - Room
Tuesday	4:00 to 6:50 p.m.	A - 110

Campus: Barrie

[Add to cart](#)

NOTE: Course sections and fees for this program show during the Part-time Credit registration (add/drop) period only. This date can be found on our website: [IMPORTANT DATES](#)

The fees for Communications and General Education courses vary. You can view the course listing for COMMS and GNEDs here: [General Education](#) [Communications](#)

How long will it take to complete the diploma?

This varies depending on how many courses you take each semester. Total courses: 39

3 courses per semester: finish in 6 years

Can I transfer credits/use prior learning?

The Credit for Prior Learning centre assists with:

- Transferring courses completed at another accredited institution which may be eligible for transfer towards your education at Georgian.
- Prior Learning Assessment and Recognition (PLAR) – students can challenge course requirements based on relevant work or life skills and knowledge gained.

More information on the above options as well as the processes to apply for exemptions, visit the [Credit for Prior Learning webpage](#).

If you have taken courses at Georgian in the past and they qualify for this program, they will automatically apply to your credential. You will see these courses in MyPath.

Bring Your Own Device (BYOD) requirements

All Georgian College students are required to bring their own device (BYOD) that meets the technology requirements for their program. Students are responsible for the cost, software installation, maintenance and repair of their device.

Information from the Program Outline - to be successful in this program, students are required to have a personal laptop computer prior to the start of the program that meets or exceeds the following hardware specifications:

Minimum Specifications:

- **CPU:** Intel i7 or AMD Ryzen 9 7900X
- **GPU:** NVIDIA RTX 3070 or AMD RX6800
- **RAM:** 16GB of memory
- **Storage:** 1TB SSD (minimum)
- **OS:** Windows 11 (Home / Education)
- **Peripherals:** Webcam (720p), Microphone, 3-button mouse (left, middle right), PlayStation or Xbox game controller

Recommended Specifications:

- **CPU:** Intel Core Ultra 9 or AMD Ryzen 9 9950X3D
- **GPU:** NVIDIA RTX 4070 or AMD RX7800XT
- **RAM:** 32GB of memory
- **Storage:** 2TB SSD
- **OS:** Windows 11 (Pro)
- **Peripherals:** Webcam (1080p), Microphone, 3-button mouse (left, middle right), PlayStation or Xbox game controller

Note: The following are not supported by this program:

- Any ARM processor-based machine (Chromebooks, Microsoft Surface)
- Any MacOS devices (MacBook, MacBook Pro, etc.)