

Part-time Program Delivery Schedule
Game – Development (GAMD)
Ontario College Diploma
Fall 2026 – Winter 2032



Graduation Requirements: 35 program courses, 1 communications course, 3 general education courses

Recommended Course Sequence - GAMD			
Semester	Course Code	Course Name	Term
YEAR 1			
Sem 1	COMP1115	Game Programming 1	Fall 2026
Sem 1	MATH1043	Math for Games 1	Fall 2026
Sem 1	GAME1000	Game Art 1	Fall 2026
Sem 2	COMP1121	Game Programming 2 (<i>pre-requisite: COMP1115</i>)	Winter 2027
Sem 2	GAME1006	Game Art 2 (<i>pre-requisite: GAME1000</i>)	Winter 2027
Sem 2	MATH1053	Math for Games 2 (<i>pre-requisite: MATH1043</i>)	Winter 2027
Sem 1	COMM1016	<u>Communications Course</u> (online options)	Summer 2027
Sem 3	GNED	<u>General Education Course</u> (online options)	Summer 2027
YEAR 2			
Sem 1	GAME1008	Game Fundamentals 1	Fall 2027
Sem 1	GAME1001	Game Design 1	Fall 2027
Sem 1	GAME1009	Game Production 1	Fall 2027
Sem 2	GAME1007	Game Design 2 (<i>pre-requisite: GAME1001</i>)	Winter 2028
Sem 2	GAME1010	Game Fundamentals 2 (<i>pre-requisite: GAME1010</i>)	Winter 2028
Sem 2	GAME2006	Game Production 2 (<i>pre-requisite: GAME1009</i>)	Winter 2028
Sem 4	GNED	<u>General Education Course</u> (online options)	Summer 2028
YEAR 3			
Sem 3	COMP1116	Game Programming 3 (<i>pre-requisite: COMP1121</i>)	Fall 2028
Sem 3	GAME1005	Introduction to Graphics (<i>pre-reqs: COMP1121 and MATH1053</i>)	Fall 2028
Sem 3	GAME1003	Game Design 3 (<i>pre-requisite: GAME1007</i>)	Fall 2028
Sem 4	GAME2009	Multiplayer Game Design 1 (<i>pre-requisite: COMP1116</i>)	Winter 2029
Sem 4	COMP2142	Game Artificial Intelligence 1 (<i>pre-requisite: COMP1117</i>)	Winter 2029
Sem 4	GNED	<u>General Education Course</u> (online options)	Winter 2029

YEAR 4			
Sem 3	GAME2003	Game Fundamentals 3 (<i>pre-requisite: GAME1010</i>)	Fall 2029
Sem 3	GAME2001	Game Production 3 (<i>pre-requisite: GAME2006</i>)	Fall 2029
Sem 3	GAME2008	Game Art 3 (<i>pre-requisite: GAME1006</i>)	Fall 2029
Sem 4	GAME2005	Game Production 4 (<i>pre-requisite: GAME2001</i>)	Winter 2030
Sem 4	GAME2010	Game Fundamentals 4 (<i>pre-requisite: GAME2003</i>)	Winter 2030
Sem 4	GAME2011	Game Design 4 (<i>pre-requisite: GAME1003</i>)	Winter 2030
YEAR 5			
Sem 5	GAME3000	Game Design 5 (<i>pre-requisite: GAME2011</i>)	Fall 2030
Sem 5	GAME3003	Game Artificial Intelligence 2 (<i>pre-requisite: COMP2142</i>)	Fall 2030
Sem 5	GAME3002	Multiplayer Game Design 2 (<i>pre-requisite: COMP2009</i>)	Fall 2030
Sem 6	GAME3006	Game Design 6 (<i>pre-requisite: GAME3000</i>)	Winter 2031
Sem 6	GAME3009	Game Artificial Intelligence 3 (<i>pre-requisite: GAME3003</i>)	Winter 2031
Sem 6	GAME3008	Advanced Graphics (<i>pre-requisite: GAME1005</i>)	Winter 2031
YEAR 6			
Sem 5	GAME3001	Multiplatform Game Development 1 (<i>pre-requisites: COMP2142 and GAME2009</i>)	Fall 2031
Sem 5	GAME3004	Game Production 5 (<i>pre-requisite: GAME2005</i>)	Fall 2031
Sem 5	GAME3005	Game Engine Architecture 1 (<i>pre-requisite: COMP2142</i>)	Fall 2031
Sem 6	GAME3007	Multiplatform Game Development 2 (<i>pre-requisite: COMP3001</i>)	Winter 2032
Sem 6	GAME3010	Game Production 6 (<i>pre-requisite: GAME3004</i>)	Winter 2032
Sem 6	GAME3011	Game Engine Architecture 2 (<i>pre-requisite: GAME3005</i>)	Winter 2032

*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: 6 years

****Refer to the Information Package and your Program Outline for computer requirements.**

Questions?

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