

DIPLOMA

- Two years
- September 2009
- Bay St. George Campus

COURSES

CODE	TITLE	Hrs/wk		
		Cr	Le	La
Semester 1				
GD1100	Level Design I	4	3	2
GD1300	Game Design I	4	3	2
GD1200	Digital Visual Design	3	2	2
GD1250	Interactive Narrative	3	3	0
HR1100	Human Relations	4	4	0
VA1100	Introduction to Drawing I	3	3	0
Semester 2				
GD1101	Level Design II	4	3	2
GD1301	Game Design II	4	3	2
GD1400	Game Interface Design	3	3	0
GD1430	Introduction to Flash	4	3	2
MM1810	Storytelling and Animatic Design	4	3	2
MM2330	Digital Audio Sound Track Design	3	3	0
Semester 3				
CM1520	Writing for the Arts	3	6	0
GD1500	Game Design Project I	5	4	16
Semester 4				
CM2200	Oral Communications	2	2	0
CS2500	Project Management	3	3	0
GD2100	Level Design III	4	3	2
GD2300	Game Design III	4	3	2
GD1510	Cinematography for Games	3	3	0
GD1600	Business of Gaming	3	3	0
MM2610	Introduction to 3D Animation	4	3	2
Semester 5				
	Elective	3	3	0
GD2101	Level Design IV	4	3	2
GD2301	Game Design IV	4	3	2
GD1501	Game Design Project II	4	3	2
MM2660	3D Character Modeling	4	3	2
MM2900	Portfolio Development	3	2	3

APPLIED ARTS

Video Game Design

Video games are a recognized technological, cultural and economic force in today's society. The game industry is a growing industry with a varying range of career opportunities. If you have a passion for creating stories, characters, environments and gameplay for video games, this is the program for you.

The primary focus of this program is Game Design. Today's Game Designer needs to have skills or knowledge in many different areas. The Video Game Design program provides students a marketable set of skills by studying game theory, level design, cinematics, art, animation, elementary game programming and production methods. It emphasizes creative writing and non-linear storytelling skills. Students will study design principles and game documentation, the creative process and pre-production planning, the processes of game design, level design, audio, and visual-based principles such as game interface design, and 2D and 3D modeling.

These skills are further built on by a rigorous look at the production process, project and team management techniques, and the business of games. The program's focus will allow students to create quality content to place in personal portfolios to demonstrate a thorough understanding of video game design.

OBJECTIVES

1. To introduce students to computer software and the hardware resources to create video games.
2. To provide students with the knowledge and technical training to design video games.
3. To assist students in the development of appropriate attitudes, behaviours, and work practices for employment in the game design industry.
4. To assist students in the development of the ability to

promote their work through the advancement of communication skills and portfolio development.

5. To assist students in the development of skills to work productively in a team environment.
6. To assist students to cultivate a desire for life-long learning.

ENTRANCE REQUIREMENTS

Comprehensive Arts and Science Certificate (College Transition Program)

OR

A Provincial High School Graduation Certification with a 60% average in nine Level 3000 credits or equivalent;

OR

Grade XI Public Examination pass or equivalent with a 60% average or equivalent;

OR

Adult Basic Education (Level III) Graduation indicating completion of the General or Academic Stream with an average pass mark of 60%;

OR

Adult Basic Education (Level III) graduation with General College Profile (or Business-Related College Profile or Degree and Technical Profile) with an average pass mark of 60%;

OR

Persons 19 years of age or older who do not meet the educational prerequisite may be considered on an individual basis under the Mature Student Clause.

