

Ontario College Diploma

2 years

Starts September

PROGRAM OUTLINE

Semester 1

GAME 100	Game Networking/OS
GAME 101	Computer Game Console Internals I
GAME 102	Introduction to Game Programming/Design
COMM 34	Introductory College Communications
MATH 9	Introductory College Mathematics
EGEN 1010	General Education Elective

Semester 2

GAME 200	Game Networking/OS II
GAME 201	Computer Game Consoles Internals II
GAME 202	Advanced Game Programming/Design
GAME 203	Game Information Control
COMM 39	Communications for Business & Technology
MATH 10	Technical Mathematics

Semester 3

GAME 300	Lights, Camera, Action
GAME 301	Game User Controls
GAME 302	Game Sound Management
GAME 303	Game Engine Interfacing I
MATH 21	Mathematics for Games
EGEN 3030	General Education Elective

Semester 4

GAME 400	Game Ethics and Legalities
GAME 401	Game Engine Interfacing II
GAME 402	Game Scripting
GAME 403	Game Project
GAME 404	The Psychology of Games
MATH 2020	Basic Calculus

FOR MORE INFORMATION

CONTACT RECRUITING

Call: 1-800-463-0752

Email: dreamit@sl.on.ca

Visit: www.stlawrencecollege.ca

Program Coordinator:

Gordon MacKay, 613-933-6080, ext. 2271

gmackay@sl.on.ca

PROGRAM HIGHLIGHTS

Game programming is a multi-billion dollar industry that is among the fastest growing in the world. The video game industry is in need of trained designers and programmers who understand the complexity and sophistication of these products designed for installation on home computers, game consoles, web pages and even cell phones. If you are creative and like to control the action, this program is for you.

This new program introduces you to basic game concepts, including introductory computer programming in C++, basic game console electronics, computer operating system usage, and database storage techniques. Expand your knowledge by examining and implementing 3-dimensional programs that expand into real games using industry-standard libraries. Create sounds to include in games and integrate these sounds into your applications. At the advanced level, you will learn to use standard game engines to accomplish sophisticated graphics and interaction within your program control. Portability of code is emphasized at all stages of instruction.

Complementing the game development skills set is a sound background in software design methodology and programming. Graduates will be qualified to apply for jobs as software developers and programmer analysts.

CAREER OPPORTUNITIES

Graduates will find employment with game studios in Canada and throughout the world. This area is experiencing job growth that is out-pacing the training of potential workers. Canada has six of the top 50 game studios in the world and this includes one of the five top studios based on product sales.

Potential positions at these studios include:

- Game Audio Engineer
- Game Build Engineer
- Game Database Engineer
- Game Online Engineer
- Game Front End Engineer
- Game Pipeline Engineer
- Rendering Engineer
- Graphics/Special Effects/Interface Programmer

Graduates may also find employment as software developers and programmer analysts in Information Technology departments.

FEES

2011-12 tuition fees: \$2423.34; International, \$11,409.36. Compulsory fee is \$739.15; International; \$1342.15. All fees are subject to change for 2012-13.

ADMISSION REQUIREMENTS

Ontario Secondary School Diploma or equivalent with the following prerequisite:

- Grade 11 Math at the C or U level

The majority of Grade 11 or 12 courses must be at college or university preparation level.

ADDITIONAL COSTS

Students must have access to an IBM-compatible computer outside of the College. Students must finance the cost of such a computer and Internet access for home use.

ADDITIONAL INFORMATION

Student Workload: Students can expect to spend approximately 10 to 20 hours per week on homework outside of classroom instruction. Most courses have 3 or 4 tests scheduled throughout the semester. Lab work involves approximately one (1) lab per week per course.

Work Placement: In year 2, the project course involves work with Xbox 360 and iPhone devices used in game studios. A 6-week post-graduate game development internship using these devices may be available for selected graduates. The College actively participates in the job placement of graduates from this program.



“The Game Development Technician Program is helping me turn my love of video games into a career. During the first year, we made controllers and a video game from scratch! I also like the small class sizes and the friendly staff and students.”

Ben Bowman, Game Development Technician, Graduate 2011