BA Game Design / Advanced Diploma Game Development	
Courses offered at Brock University	**Courses offered at Niagara College**
Year 1 Fall Term	
CPCF 1F25 – Media and Culture: Texts and Practices	BTGD9810/1P10 – Digital Graphics for Gaming I
IASC 1P04 – New Media and Games	BTGD9811/1P11 – Fundamental 3D and Multimedia Technologies
IASC 1P30 – Programming for Interactive Media	
Year 1 Winter Term	
CPCF 1F25 – Media and Culture: Texts and Practices	BTGD9820/1P20 – Digital Graphics for Gaming II
IASC 1P06 – History and Future of Storytelling	BTGD9822/1P22 – Game Engine Fundamentals
IASC 1P05 – Games, Genres, Aesthetics	
Year 2 Fall Term	
IASC 2P04 – Ludology	BTGD9831/2P31 – Environment Design
VISA 2Q99 – Sound Design for Game Applications	BTGD9833/2P33 – Database Essentials
	BTGD9835/2P35 – Game Design and Development I
Year 2 Winter Term	
IASC 2P05 – Game Design Paradigms	BTGD9841/2P41 – Character Modelling and Animation
VISA 2Q97 – Digital Video for Game Applications	BTGD9844/2P44 – Project Management
	BTGD9845/2P45 – Game Design and Development II
Year 3 Fall Term	
APCO 1P50 – Integrity and Literacy in the Information Age	BTGD9851/3Y51 – Advanced Animation Techniques
IASC 3P04 – Immersion and Simulation	BTGD9855/3Y55 – Game Production I
Year 3 Winter Term	
IASC 3P06 – Game Criticism	BTGD9864/3P64 – The Game Industry Business
Select 2 credits from (Fall and/or Winter Term): COMM 2P90 – Computer Mediate Communication COMM 2P91 – Social Media: Reading and Writing in New Spaces ENCW 3P73 – Creative Writing for Digital Media HIST 3P36 – Digital Innovations: History and Computing I IASC 3F91 – Innovations in Advanced Digital Media IASC 3P11 – Motion Capture Studio IASC 3P15 – Virtual Selves (also as WRDS 3P15) STAC 3P14 – Dramatic Creation for Contemporary Cultural VISA 3P10 – Expanded Video Process and Production Practice IASC 3P45 – Game Music (also as MUSI 3P45)	BTGD9865/3P65 – Game Production II
Year 4	
IASC 4P02 – Video Game Research and Development	
IASC 4F03 – Team-based Practicum in Game Design and Production	
Select 3.5 credits from: COMM 3P90 – Advanced Topics in Digital Culture COMM 3P92 – Technology and Culture COMM 3Q98 – The Psychology of Screens (Television and Beyond) DART 3P92 – Scriptwriting EDUC 4P62 – Video Games in the Classroom IASC 3F93 – Project Collaborations Across Diverse Programs IASC 3F96 – Advanced Internship in Game Design (Spring/Summer) IASC 3P93 – Heritage Interpretation in the Digital Age IASC 3P95 – Internship in Interactive Media	IASC 3P96 – Level Design for Games and Immersive Media IASC 3P97 – Interactive Media Portfolio IASC 3P98 – Directed Studies IASC 3P99 – Directed Project IASC 3Q90 – Competencies in Game Design IASC 4V70-4V79 – Special Topics PCUL 3Q98 – The Psychology of Screens STAC 3P98 – Reporting Arts and Culture STAC 4P72 – High and Low Art: Intersections, Exchanges and Flows or other 3X9X and above courses in consultation with GAME BA academic advisor

Course list subject to change.