

BSc Game Programming / Advanced Diploma Game Development

Courses offered at Brock University	Courses offered at Niagara College
Year 1 Fall Term	
COSC 1P02 – Introduction to Computer Science	BTGD9811/1P11 – Fundamental 3D and Multimedia Technologies
CPCF 1F25 – Media and Culture: Texts and Practices	
IASC 1P04 – New Media and Games	
MATH 1P66 – Mathematical Reasoning	
Year 1 Winter Term	
CPCF 1F25 – Media and Culture: Texts and Practices	BTGD9822/1P22 – Game Engine Fundamentals
COSC 1P03 – Introduction to Data Structures	
IASC 1P05 – Games, Genres, Aesthetics	
MATH 1P67 – Mathematics for Computer Science	
Year 2 Fall Term	
COSC 2P03 – Advanced Data Structures	BTGD9831/2P31 – Environment Design
IASC 2P04 – Ludology	BTGD9833/2P33 – Database Essentials
	BTGD9835/2P35 – Game Design and Development I
Year 2 Winter Term	
APCO 1P50 – Integrity and Literacy in the Information Age	BTGD9844/2P44 – Project Management
COSC 2P13 – Computer Systems	BTGD9845/2P45 – Game Design and Development II
IASC 2P05 – Game Design Paradigms	
Year 3 Fall Term	
COSC 3P71 – Introduction to Artificial Intelligence	BTGD9855/3Y55 – Game Production I
IASC 3P04 – Immersion and Simulation	BTGD9856/3Y56 – Advanced Game Programming Techniques
MATH 1P12 – Applied Linear Algebra	
PHYS 1P21 – Mechanics and Introduction to Relativity	
Year 3 Winter Term	
COSC 2P05 – Programming Languages	BTGD9864/3P64 – The Game Industry Business
IASC 3P06 – Game Criticism	BTGD9865/3P65 – Game Production II
	BGTD9866/3P66 – Graphics Programming Fundamentals
Year 4	
IASC 4P02 – Video Game Research and Development	BTGD9876/4P76 – Network Game Programming
IASC 4F03 – Team-based Practicum in Game Design and Production	BTGD9877/4P77 – Mobile Game Development
Select 1 credit from: COSC 3P91 – Advanced Object-Oriented Programming COSC 3P94 – Introduction to Human Computer Interaction COSC 3P98 – Computer Graphics COSC 3Q95 – Internship in Game Programming	
One COSC credit 3(alpha)90 or above	
MATH 1P97 – Calculus With Applications or MATH 1P98 – Practical Statistics	

Course list subject to change.

