

# GAME - DESIGN (GAME)

## Calling all aspiring game creators! Embark on a life-changing adventure

Unleash your imagination! Delve into game design theory and application as you train to create immersive experiences across video games, augmented reality, and virtual reality. Learn to design and develop commercial-quality games and experiences for a broad range of industries such as entertainment, health, education, construction, marketing, mining, and worlds yet to be explored.

Over the course of the program, you'll go from concept to market-ready gaming worlds. You'll explore the art and science of developing authentic scenarios for both consumer enjoyment and commercial training in this ever-evolving medium.

### Program highlights

- No portfolio required to gain admission
- Gain the skills to become an entry-level game creator
- Expert faculty and industry partners
- Learn on industry-standard software
- Create 2D and 3D portfolios in your chosen specialization of game design

### Program of study for 2024-25 Academic Year

Semester 1		Credits
GME 1001	Game Psychology	3
GME 1003	Introduction to Programming	3
GME 1004	Game Level Design I	3
GME 1005	Game Design Theory I	3
GME 1006	Game Asset Creation	3
GME 1007	Game Engine Development	3
ENG 1002	College Communications	3
<b>Credits</b>		<b>21</b>
Semester 2		Credits
GME 1002	Stories, Quests and Missions	3
GME 1008	Game Asset Integration	3
GME 1009	Game Animation	3
GME 1010	Game Design Theory II	3
GME 1011	Object-Oriented Programming	3
GME 1012	Game Development Workshop I	3
One General Education Course. <sup>1</sup>		3
<b>Credits</b>		<b>21</b>
Semester 3		Credits
GME 1013	Game Mechanics and Prototyping	3
GME 1014	Game Level Design II	3
GME 1015	UI UX for Games	3
GME 1016	Game Production	4
GME 1018	Game Development Workshop II	3
GME 1020	AI for Games	3
One General Education Course. <sup>1</sup>		3
<b>Credits</b>		<b>22</b>

Semester 4		
GME 1017	Introduction to Entrepreneurship	3
GME 1019	Game Sound and Music	3
GME 1021	AR/VR in Gaming	4
GME 1022	Game Development Capstone Project	8
One General Education Course. <sup>1</sup>		3
<b>Credits</b>		<b>21</b>
<b>Total Credits</b>		<b>85</b>

<sup>1</sup> For more information regarding General Education courses, click here (<https://cambriancollege.ca/general-electives/>).

### Admission requirements

For graduates of the new curriculum (OSS): Ontario Secondary School Diploma (30 credits) or equivalent or mature student status including:

- Any grade 12 English (C) or (U)

### Program delivery

#### 2024-2025

##### Fall term start

SEMESTER 1: Fall 2024  
SEMESTER 2: Winter 2025  
SEMESTER 3: Fall 2025  
SEMESTER 4: Winter 2026

##### Fall term start

SEMESTER 1: Winter 2025  
SEMESTER 2: Spring 2025  
SEMESTER 3: Fall 2025  
SEMESTER 4: Winter 2026

### Specific program pathways

#### College or university degree opportunities

If you are a graduate of this program, you may continue your studies at a college or university and you may receive credit(s) for your prior college education. Refer to Cambrian's college and university agreement (<https://cambriancollege.ca/supports-services/articulation-agreements/>) details for further information.

### Employment opportunities

Graduates are prepared for employment opportunities in the computer gaming industry as:

- Game Marketer
- Software Developer
- Software Engineer
- Project Manager
- Creative Director for Software Development
- Video Game Development

### Contacts

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**INTERNATIONAL ADMISSIONS**

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