

SERIOUS GAMES - DESIGN AND DEVELOPMENT (SGGC)

Design games that teach, train, and transform

Serious games are designed for purposes beyond entertainment. They use game engines to build engaging experiences, motivate learners through gamification, and use extended reality technologies to create innovative solutions for workforce training across all industries.

In this one-year program, which is the first of its kind in Ontario, you'll discover how video game design techniques and technologies are transforming the ways in which we learn, do business, and drive industry. As a grad you'll be prepared to work as part of a team in many industries including mining, construction, health, education, research, and more as a serious game or game design specialist.

Already a programmer or game designer/developer? This program will allow you to specialize in the growing games sector, expand your skillsets beyond entertainment-focused applications, and increase your career options.

Program highlights

- First program of its kind at a college in Ontario
- Flex delivery lets you participate in scheduled, instructor-led classes at specific dates and times in person or online
- Hands-on applied learning will make you career-ready
- You'll work on an applied project for the length of the program, graduating with a portfolio-ready piece that shows your skills and creativity
- Opportunities to work with real clients and members of Cambrian's Research and Development teams on industry applications and corporate training needs

Program of study for the 2026-27 Academic Year

Semester 1		Credits
GME 2001	Serious Game Design Theory	3
GME 2002	Advanced Game Engine Dev	4
GME 2003	Game Programming Patterns	3
GME 2004	XR Tech for Serious Games	4
GME 2005	Asset Integration	3
GME 2006	Serious Games Capstone I	3
Credits		20
Semester 2		
GME 2007	Game Design Project Management	3
GME 2008	Serious Game Testing	3
GME 2009	Learning with Games	3
GME 2010	Ethical Issues in Game Design	3
GME 2011	Applied Simulation Design	3
GME 2012	Serious Games Capstone II	6
Credits		21
Total Credits		41

Admission requirements

Applicants must be graduates of an Ontario College (or equivalent) diploma, advanced diploma, or degree in one of the following areas: computing, IT, game design or development, or computer science.

OR

Applicant must possess five years of work experience in a related field (or combination of education and work experience) as judged by the College to be equivalent. Applicants must submit a resume detailing their related experience and a cover letter outlining their competencies and preparedness for the program.

Program delivery

2026-2027

Fall term start

SEMESTER 1: Fall 2026

SEMESTER 2: Winter 2027

Specific program pathways

College/university degree opportunities

Graduates from this program may continue their studies at college/university and may receive credit for their prior College education.

Refer to (<https://cambriancollege.ca/supports-services/articulation-agreements/universities-in-canada/>) College/University Agreements for further information.

Employment opportunities

Graduates will be prepared for a variety of roles in the serious games field, including but not limited to:

- Software developer/programmer
- Game designer
- Serious game designer
- AR/VR developer
- Engagement specialist
- Simulation developer

Contacts

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