

Bachelor of Information Technology (Honours) - Game Development & Entrepreneurship - 2023-2024



Student name:

Student ID:

Advisor:

Year 1					
INFR 1395U Game Development Workshop I (F)	INFR 1330U Introduction to Game Design (F)	INFR 1020U Essential Math for Games I (F)	INFR 1100U Programming for Games I (F)	INFR 1315U Visual Narrative Foundations (F)	BUSI 1700U Introduction to Entrepreneurship (F/W/S)
INFR 1396U Game Development Workshop II INFR 1395U (W)	INFR 1335U Digital Game Design INFR 1330U (W)	INFR 1030U Essential Math for Games II INFR 1020U & 1100U (W)	INFR 2140U Object Oriented Programming INFR 1100U (W)	INFR 1325U Introduction to 2D Animation for Games INFR 1315U (W)	BUSI 1130U Introduction to Financial Accounting (F/W/S)
Year 2					
INFR 2395U Game Development Workshop III INFR 1396U (F)	INFR 1350U Introduction to Computer Graphics INFR 1020U & 2140U/1110U (F)	INFR 2310U Computer Animation: Algorithms & Techniques INFR 1020U & 1100U (F)	INFR 2345U Modelling & Animation Systems I INFR 1315U (F)	INFR 2330U Intermediate Game Design INFR 1335U (F)	BUSI 2550U Introduction to Project Management (F/W)
INFR 2396U Game Development Workshop IV INFR 2395U (W)	INFR 2350U Intermediate Computer Graphics INFR 1350U (W)	INFR 2370U Game Sound INFR 1030U & INFR 2140U (W)	INFR 2810U Computer Architecture INFR 1020U & 1100U (W/S)	INFR 2820U Algorithms & Data Structures INFR 1030U (W/S)	BUSI 2200U Marketing Management BUSI 1700U (F/W)
Year 3					
INFR 3395U Game Development Workshop V INFR 2396U (F)	INFR 3110U Game Engine Design & Implementation INFR 2350U & 2820U (F)	INFR 3345U Modelling & Animation Systems II INFR 2345U (F)	INFR 3370U Social & Emotional Game Design INFR 2330U (F)	General Elective (F/W/S)	Open Elective
INFR 3396U Game Development Workshop VI INFR 3395U (W)	INFR 3315U Cinematic System Design INFR 3110U (W)	INFR 3350U Game User Research (W)	INFR 3830U Distributed Systems & Networking INFR 3110U (W)	BUSI 2700U Entrepreneurial Finance BUSI 1700U/1600U (W)	BUSI 3730U Creative Problem Solving, Entrepreneurship & Imagination BUSI 1700U/1600U (W)
Year 4					
INFR 4350U Human-Computer Interaction for Games INFR 3110U & 3335U (F)	INFR 4560U Law & Ethics in Game Development (F)	BUSI 4340U Business of Gaming BUSI 2700U (W)	Technical Elective (F/W/S)	Technical Elective (F/W/S)	
INFR 4320U Artificial Intelligence for Gaming INFR 3110U & 3335U (W)	XBIT 4500U Capstone (F/W/S)	Technical Elective (F/W/S)	Technical Elective (F/W/S)	Open Elective (F/W/S)	

Course Status Legend	Completed Courses	Fall Recommended Courses	Winter Recommended Courses	Spring/Summer Recommended
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F = Fall term available W = Winter term available S = Spring/Summer available (subject to change without notice).

Prerequisites noted (where "/" = "or")

Note: attempting to register for courses from different year-levels may result in scheduling-conflicts.

FBIT elective list: <https://businessandit.ontariotechu.ca/undergraduate/academic-support/electives.php>

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Current Earned Credit Hours /120		Comments:
Current Registered Credit Hours		
Outstanding Credit Hours /120		

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