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|------------------|---|---|--|--|--|
| Year 1<br>FALL   | INFR 1330U<br>Introduction to Game Design           | INFR 1020U<br>Essential Math for Games I                    | INFR 1100U<br>Introduction to Programming        | INFR 1315U<br>Concept and Graphic Design     | BUSI 1700U<br>Introduction to Entrepreneurship                         |
|                  | INFR 1395U Game Development Workshop I              |   |  |  |  |
| Year 1<br>WINTER | INFR 1335U<br>Digital Game Design                   | INFR 1030U<br>Essential Math for Games II                   | INFR 2140U<br>Object Oriented Programming        | INFR 1325U<br>2D Animation Principles        | BUSI 1130U<br>Intro to Financial Accounting                            |
|                  | INFR 1396U Game Development Workshop II             |   |  |  |  |
| Year 2<br>FALL   | INFR 1350U<br>Introduction to Computer Graphics     | INFR 2310U<br>Computer Animation: Algorithms and Techniques | INFR 2345U<br>Modelling and Animation Systems I  | INFR 2330U<br>Intermediate Game Design       | BUSI 2550U<br>Introduction to Project Management                       |
|                  | INFR 2395U Game Development Workshop I              |   |  |  |  |
| Year 2<br>WINTER | INFR 2350U<br>Intermediate Computer Graphics        | INFR 2370U<br>Game Sound                                    | INFR 2810U<br>Computer Architecture              | INFR 2820U<br>Algorithms and Data Structures | BUSI 2200U<br>Marketing Management                                     |
|                  | INFR 2396U Game Development Workshop II             |   |  |  |  |
| Year 3<br>FALL   | INFR 3110U<br>Game Engine Design and Implementation | INFR 3345U<br>Modelling and Animation Systems II            | INFR 3335U<br>Social & Multiplayer Game Design   | Open Elective                                | General Elective   |
|                  | INFR 3395U Game Development Workshop I              |   |  |  |  |
| Year 3<br>WINTER | INFR 3315U<br>Cinematic Systems Design              | INFR 3350U<br>Game User Research                            | INFR 3830U<br>Distributed Systems and Networking | BUSI 2700U<br>Entrepreneurial Finance        | BUSI 3730U<br>Creative Problem Solving, Entrepreneurship & Imagination |
|                  | INFR 3396U Game Development Workshop II             |   |  |  |  |
| Year 4<br>FALL   | INFR 4350U<br>Human-Computer Interaction for Games  | INFR 4560U<br>Law and Ethics of Game Development            | BUSI 4340U<br>Business of Gaming                 | Technical Elective                           | Technical Elective   |
| Year 4<br>WINTER | INFR 4320U<br>Artificial Intelligence for Gaming    | BUSI 4995U<br>Capstone                                      | Technical Elective                               | Technical Elective                           | Open Elective  |

Information contained herein is subject to change at the discretion of the Faculty of Business and I.T., and is distributed to students for course schedule planning assistance. Any questions should be addressed to the FBIT Academic Advising office ([fbitadvising@uoit.ca](mailto:fbitadvising@uoit.ca)).

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