

Game Development & Entrepreneurship

Bachelor of Information Technology

2019 and Later Start

	INFR 1330U	INFR 1020U	INFR 1100U	INFR 1315U	BUSI 1700U	
Year 1	Introduction to	Essential Math	Introduction to	Concept and	Introduction to	
FALL	Game Design	for Games I	Programming	Graphic Design	Entrepreneurship	
	INFR 1395U Game Development Workshop I					
	INFR 1335U INFR 1030U INFR 2140U INFR 1325U BUSI 1130U					
Year 1	Digital Game	Essential Math	Object Oriented	2D Animation	Intro to Financial	
WINTER	Design	for Games II	Programming	Principles	Accounting	
	INFR 1396U Game Development Workshop II					
	INFR 2310U					
Year 2	INFR 1350U	Computer	INFR 2345U Modelling	INFR 2330U	BUSI 2550U Introduction to	
FALL	Introduction to	Animation:	and Animation	Intermediate Game	Project	
	Computer Graphics	Algorithms and	Systems I	Design	Management	
		Techniques	10	velonment Workshon I		
	INFR 2395U Game Development Workshop I					
Year 2	INFR 2350U	INFR 2370U	INFR 2810U	INFR 2820U	BUSI 2200U	
WINTER	Intermediate	Game Sound	Computer	Algorithms and	Marketing	
	Computer Graphics		Architecture	Data Structures	Management	
	INFR 2396U Game Development Workshop II					
	INFR 3110U	INFR 3345U	INFR 3335U	BUSI 3730U		
Year 3	Game Engine	Modelling	Social &	Creative Problem	General Elective	
FALL	Design and	and Animation	Multiplayer Game	Solving, Entrepreneurship	General Elective	
	Implementation	Systems II	Design	& Imagination		
	INFR 3395U Game Development Workshop I					
	INFR 3315U	INFR 3350U	INFR 3830U	BUSI 2700U		
Year 3	Cinematic Systems	Game User	Distributed	Entrepreneurial	Open Elective	
WINTER	Design	Research	Systems and Networking	Finance	5 p s.v. 2.000.v.s	
	INFR 3396U Game Development Workshop II					
Vacuat	INFR 4350U	INFR 4560U	DUCL 42 40U			
Year 4 FALL	Human-Computer Interaction for	Law and Ethics of Game	BUSI 4340U Business of Gaming	Technical Elective	Technical Elective	
IALL	Games	Development	Dusiness of Garrille			
	INFR 4320U	·				
Year 4	Artificial	BUSI 4995U	_ , , ,			
WINTER	Intelligence	Capstone	Technical Elective	Technical Elective	Open Elective	
	for Gaming					
WINTER	=	Capstone			·	

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).