Game Development & Entrepreneurship
Bachelor of Information Technology

2019 and Later Start

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