Year 1 FALL	INFR 1395U Game Development Workshop I	INFR 1330U Introduction to Game Design	INFR 1020U Essential Math for Games I	INFR 1100U Programming for Games I	INFR 1315U Visual Narrative Foundations
Year 1 WINTER	INFR 1396U Game Development Workshop II	INFR 1335U Digital Game Design	INFR 1030U Essential Math for Games II	INFR 1110U Programming for Games II	INFR 1325U Introduction to 2D Animation for Games
Year 2 FALL	INFR 2395U Game Development Workshop III	BUSI 1600U Management of the Enterprise	Game Elective	Game Elective	General Elective
Year 2 WINTER	INFR 2396U Game Development Workshop IV	BUSI Elective	Game Elective	Game Elective	Open Elective
Year 3 FALL	INFR 3395U Game Development Workshop V	BUSI 2550U Introduction to Project Management	Game Elective	Game Elective	General Elective
Year 3 WINTER	INFR 3396U Game Development Workshop VI	BUSI Elective	Game Elective	Game Elective	Open Elective
Year 4 FALL	INFR 4395U Game Development Workshop VII	BUSI 4560U Law & Ethics in Game Development	Game Elective	Game Elective	General Elective
Year 4 WINTER	INFR 4396U Game Development Workshop VIII	Experiential Elective	Game Elective	Game 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).

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

Explanation of Electives:
Game Elective: Chosen from a list of approved Game electives published in the GDIM Handbook.
General Elective: Courses taken outside of the faculty (do not start with INFR, BUSI, or ECON).
BUSI Elective: Chosen from a list of approved BUSI courses published in the GDIM Handbook.
Open Elective: Can be a Game Elective, General Elective, or BUSI Elective.