

## Pathways Program A

*for students coming from a college program that is programming heavy*

BRIDGE*	BUSI 1700U Introduction to Entrepreneurship	INFR 1020U Essential Mathematics for Games I	INFR 1030U Essential Mathematics for Games II	INFR 2810U Computer Architecture	INFR 2140U Object Oriented Programming
Year 3 Fall	INFR 1350U Introduction to Computer Graphics	INFR 2310U Computer Animation: Algorithms and Techniques	INFR 2330U Intermediate Game Design	INFR 2345U Modelling and Animation Systems I	INFR 4560U Law and Ethics of Game Development
	INFR 2395U Game Development Workshop I				
Year 3 Winter	INFR 2350U Intermediate Computer Graphics	INFR 2820U Algorithms and Data Structures	INFR 3315U Cinematic Systems Design	BUSI 2200U Marketing Management	BUSI 3730U Creative Problem Solving, Entrepreneurship and Imagination
	INFR 2396U Game Development Workshop II				
Year 4 Fall	INFR 3110U Game Engine Design and Implementation	INFR 4350U Human Computer Interaction for Games	INFR 3335U Social and Multiplayer Game Design	INFR 3345U Modelling and Animation Systems II	INFR 4320U Artificial Intelligence for Gaming
Year 4 Winter	BUSI 4995U Capstone	INFR 3350U Game User Research	INFR 3830U Distributed Systems and Networking	BUSI 4340U Business of Gaming	Technical Elective

\* Note: Students normally complete the Bridge term in Spring/Summer. Students who take the Bridge in Fall/Winter will be required to take Game Development Workshop I & II, INFR 1395U and INFR 1396U along with the courses listed above.

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).