UNIVERSITY OF ONTARIO INSTITUTE OF TECHNOLOGY | **FACULTY OF BUSINESS AND INFORMATION TECHNOLOGY**

Year 1 FALL	INFR 1330U Introduction to Game Design	INFR 1310U Graphic Design I	INFR 1020U Essential Math for Games I	INFR 1100U Introduction to Programming	BUSI 1700U Introduction to Entrepreneurship
	INFR 1395U Game Development Workshop I				
Year 1 WINTER	INFR 1335U Digital Game Design	INFR 1320U Graphic Design II	INFR 1030U Essential Math for Games II	INFR 2140U Object Oriented Programming	BUSI 2210U Marketing for I.T.
	INFR 1396U Game Development Workshop II				
Year 2 FALL	INFR 1350U Introduction to Computer Graphics	INFR 2310U Computer Animation: Algorithms & Techniques	INFR 2340U Introduction to Modelling and Animation	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 2120U Accounting for I.T.
	INFR 2396U Game Development Workshop II				
Year 3 FALL	INFR 3110U Game Engine Design & Implementation	INFR 3340U Intermediate Modeling Techniques	INFR 3330U Advanced Game Design	BUSI 2700U Entrepreneurial Finance	General Elective
	INFR 3395U Game Development Workshop I				
Year 3 WINTER	INFR 3320U Filmmaking	INFR 3310U Animation and Production	INFR 3830U Distributed Systems and Networking	General Elective	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
	BUSI 4990U Capstone I				
Year 4 WINTER	INFR 4320U Artificial Intelligence for Gaming	BUSI 4995U Capstone II	Technical Elective	Technical Elective	Open Elective