2025-2026 academic year
2024, 2023, 2022 start

Bachelor of Information Technology
Game Development & Interactive Media

OntarioTech
Business & IT

Student name:

Student ID:

Advisor:

YEAR ONE				
INFR 1395U Game Development Workshop I	INFR 1330U Basic Intro to Game Design	INFR 1020U Essential Math for Games I	INFR 1100U Programming for Games I	INFR 1315U Visual Narrative Foundations
INFR 1396U Game Development Workshop II INFR 1395U	INFR 1335U Digital Game Design INFR 1330U	INFR 1030U Essential Math for Games II INFR 1020U	INFR 1110U Programming for Games II INFR 1100U	INFR 1325U Intro to 2D Animation INFR 1315U
YEAR TWO				
INFR 2395U Game Development Workshop III INFR 1396U	BUSI 1600U Management of the Enterprise	Game Elective	Game Elective	General Elective
INFR 2396U Game Development Workshop IV INFR 2395U	Business Elective	Game Elective	Game Elective	Open Elective
YEAR THREE				
INFR 3395U Game Development Workshop V INFR 2396U	BUSI 2550U Introduction to Project Management year 2+ standing	Game Elective	Game Elective	General Elective
INFR 3396U Game Development Workshop VI INFR 3395U	Business Elective	Game Elective	Game Elective	Open Elective
YEAR FOUR				
INFR 4395U Game Development Workshop VII INFR 3396U	INFR 4560U Law & Ethics in Game Development year 4 standing	Game Elective	Game Elective	General Elective
INFR 4396U Game Development Workshop VIII INFR 4395U	XBIT 4500U Capstone or XBIT 4600U Internship or XBIT 4700U Venture Creation	Game Elective	Game Elective	Open Elective

F = Fall term available W = Winter term available S = Spring/Summer available (subject to change without notice).

Prerequisites noted (where "/" = "or")

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

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Colour Legend:	Outstanding courses	Completed courses	Fall 2025	Winter 2026

Current Earned Credit Hours	/120
Current Registered Credit Hours	
Outstanding Credit Hours	/120

Comments:

This program map is intended as a resource to guide you through your course planning and track your academic progress. It provides an overview of the recommended course sequence and elective options. Please refer to the official Ontario Tech University Academic Calendar for the most up-to-date and comprehensive information on program requirements, course prerequisites, and academic policies. This is not an official document and is meant to provide guidance on what courses you should enroll in for the upcoming terms. Please double check this map with your OT transcript to ensure there are no discrepancies with what is recorded.

ELECTIVE INFORMATION

Business Elective: a business course outside of one's major (prefix = BUSI)
General Elective: a course outside of business (i.e., without the BUSI prefix)
Open Elective: either a general or a business elective
Game elective: a game development focused course (must be chosen from posted elective list)
FBIT elective list: https://businessandit.ontariotechu.ca/undergraduate/academic-support/electives.php

Academic Support:
- **Schedule an appointment with First-year Academic Advising**: https://academicadvising.ontariotechu.ca/FBIT/first-year-students.php
- **Schedule an appointment with Upper-year Academic Advising**: https://academicadvising.ontariotechu.ca/FBIT/upper-year-students.php
- **Experiential Learning office (internship, co-op, capstone):** https://businessandit.ontariotechu.ca/experiential-learning/contact.php

Additional Information:
- **Course descriptions:** https://calendar.ontariotechu.ca/content.php?catoid=88&navoid=3954
- **2025/2026 Academic schedule:** https://calendar.ontariotechu.ca/content.php?catoid=88&navoid=3946
- **Grading scale:** https://registrar.ontariotechu.ca/services/grading.php
- The minimum (cGPA) required to graduate and to remain in clear academic standing is 2.00.

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Mental Health Support:

- If you are experiencing mental health or other crisis: https://studentlife.ontariotechu.ca/mental-health-services.php
- Book an appointment: https://ontariotechu.ca/forms/online/view.php

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