




Diploma Program Length: 93 Weeks

NOC Code: 2174

Preparatory Studies		4 Weeks
Student Success Strategies		
Computer Fundamentals		 Microsoft
Career Planning & Preparation – Level 1		
Video Game Core Theory		12 Weeks
Video Game Design:	Fundamentals of game design and documentation	
Math & Physics Fundamentals for Games:	Math & Physics used in video games	 Adobe® Creative Cloud™
Digital Media & Portfolios:	Portfolio building with HTML, CSS & JavaScript	
Video Game Development Fundamentals		12 Weeks
Business & Organization for the Video Game Industry:	Project management, budgeting, and planning	
Introduction for Programming for Video Games:	Programming using C++	 Unreal
Prototyping Video Games:	Develop prototype of games in Unity	
Unity Video Game Development		12 Weeks
2D Unity Gaming Engine I:	Unity 2D – Build 2D games for mobile platforms	
3D Unity Gaming Engine II:	Unity 3D – Build 3D games suitable for PC & console (including XR)	
Unity Game Engine Project:	Solidify knowledge by building a larger game in a team setting	
Mobile Game Development		12 weeks
Asset Creation for Video Games:	Create raster & vector assets, the basics of 3D modeling	
Mobile Video Games I:	Native Android Games using Java	
Mobile Video Games II:	Games using native iOS, tvOS & iPadOS games in Swift & XCode	Android Studio
Video Game Porting, Refactoring, AI and Data Structures		12 Weeks
Graphics Programming for Video Games:	Cross platform gaming port to OpenGL in C++	
AI & Data Structures for Games:	Optimization strategies and introduction to Artificial Intelligence	
Porting & Refactoring Games:	Port OpenGL Games to other engines or platforms (DirectX/Metal/Unity/Unreal)	C++

Unreal Engine Video Development		12 Weeks
2D Unreal Gaming Engine II	Unreal 2D & Blueprints – Develop 2D games for mobile platforms	 Visual Studio Code
3D Unreal Gaming Engine II	Unreal 3D & C++ – Develop 3D games for PC & console in Unreal with C++	
Unreal Gaming Engine Project II	Develop a large 3D game using Unreal Gaming Engine	
Career Planning and Preparation – Level 2		1 Week
Internship		16 Weeks
Program highlights include:		
<ul style="list-style-type: none"> • Multiple Opportunities to become a Published Game Developer • Development with several gaming projects • Industry-experienced instructors • Learn the tools used by the gaming industry • Program recognized by industry experts • Registered and approved diploma • Career services • Job search assistance • Alumni program benefits 		

Admission Requirements: Mature Student Status (Mature students from Ontario must be at least 18 years of age by the program start date and successfully pass an academic achievement test. Mature students from other Canadian provinces must be at least 19 years of age and a minimum of 1 year out of high school by the program start date and successfully pass an academic achievement test). Please contact us for more detail regarding admissions requirements for international students.

Accreditation Policy: Like all post-secondary institutions in Ontario, triOS College reserves the right to accept or deny advanced standing into its programs.

Note: In order to continuously improve our programs, triOS College reserves the right to modify programs at any time. Program delivery order may vary depending on program start date. This diploma program may not be available at all campuses. The program may have additional reading weeks, depending upon start date.

You can find our Key Performance Indicators (graduation rate, employment rate, etc.) at www.triOS.com/kpi. These are older statistics from 2013.

triOS College is registered and approved as a Private Career College under the Private Career Colleges Act, 2005.