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Game Programming

Advanced Diploma

Program Code: 11661

Campus: North

Length: 6 semesters

Humber's Game Programming advanced diploma program focuses on programming, as you will learn to master coding to build games.

You will work with peers in the Animation-3D advanced diploma and the Bachelor of Music degree program during game jams, exhibitions, and game jams.

You will graduate with a significant mid-program project and capstone project to demonstrate your ability to create your own C++ game.

The final semester includes a work placement to give you the opportunity to gain practical, hands-on industry experience. During this placement, you will work on a real-world project.

Students will participate in a mandatory field experience which takes place in the last semester of study. After completing a field experience, you will be eligible for admission to the Bachelor of Music degree program.

Courses

Semester 1

GAME 100: Game Concepts

GAME 101: Game Programming

GAME 105: Game Physics 1

GAME 106: Game Mathematics 1

GNED 101: An Introduction to Arts and Sciences

WRIT 120: Technical Reading and Writing Skills

Semester 2

GAME 156: Game Mathematics 2

GAME 157: Computer Graphics

GAME 158: Game Physics 2

GAME 159: Game Engines 1

GAME 160: Game Production 1

WRIT 220: Technical Workplace Writing Skills

Semester 3

GAME 206: Game Engines 2

GAME 207: 3D Modeling and Animation

GAME 208: Game Engines 3

GAME 209: Online Presence

GAME 211: Midstone (Mid-Program) Project

Select 1 from the following courses

GNED: General Elective

Semester 4

GAME 253: Object-Oriented Analysis and Design

GAME 255: Data Structures and Design Patterns

GAME 257: Game Design

GAME 258: Game Engines 4

GAME 259: Game Production 2

Select 1 from the following courses

GNED: General Elective

Semester 5

GAME 306: Game Physics 3

GAME 307: Artificial Intelligence

GAME 308: GPU Programming

GAME 309: Game Engines 5

GAME 314: Professional Practice

GAME 356: Computer Networking

Select 1 from the following courses

GNED: General Elective

Semester 6

GAME 355: Capstone Project

GAME 362: Field Experience - Game Programming

Admission Requirements

Admission selection is based on the following 3 requirements:

. Academic

To be eligible for admission, you must possess the following: