

Games and Play (Minor) – 2024/2025 Program Guide

Not all courses are offered every year. Students are required to meet the pre-requisites for entry into all courses.

If approved by the Digital Futures Chair, students may include 0.5 credit (maximum) of the following as an elective in the minor:

- DIGF-2010 Plugged in
- Field placement
- Independent study
- Course taken on Mobility/Exchange or Letter of Permission

Contact the Faculty of Arts & Science at fas@ocadu.ca for more information.

Courses required for a Major program may not be applied to a minor. At least 1.0 credit of the minor must be at the 3000 or 4000 level.

To access course descriptions, log into My OCAD U Records (Self-Service), click on Student Planning, and then select Course Catalog from the Student Planning drop-down menu located on the top of the page.

COURSE CODE	COURSE TITLE	CREDIT	
Choose TWO courses from the list below:		1.0 credit	
DIGF-1007	Intro to Game Design		
DIGF-2013	2D Game Design		
VISM-2003	Introduction to Games Studies		
DIGF-3006	3D Game Design		
DIGF-3007	Game Engines		
Choose FOUR courses from the lists below, as specified:		2.0 credits	
Choose two, three or four courses (not already taken) from the list below – a minimum of 1.0 credit required:			
DIGF-1007	Intro to Game Design		
DIGF-2012	Low Poly Game Art		
DIGF-2013	2D Game Design		
SCTM-2005	Intro Comp Sci-Logic & Coding		
VISM-2003	Introduction to Games Studies		
VISM-2006	Critical Play		
DIGF-3006	3D Game Design		
DIGF-3007	Game Engines		
IVCV-3002	Sovereign Screen		
VISM-3003	Animation: Critical Perspect.		
VISM-4004	Future Cinema-Dig Narratives		
Choose one or two courses from the list below – for a maximum of 1.0 credit:			
GART-1022	Creative Process: 2D Animation		
GART-1039	Introduction to Digital Pract		

EXAN-2008	3D Modeling & Animation 1	
INTM-3022	3D Modeling and Animation 3	
Total Course Credits:		3.0 credits