

# Games and Play (Postgraduate Certificate) – 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](mailto:fas@ocadu.ca) for more information.

**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
<b>Choose TWO courses from the list below:</b>		<b>1.0 credit</b>
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	
<b>Choose FOUR courses from the lists below, as specified:</b>		<b>2.0 credits</b>
Choose two, three or four courses (not already taken) from the list below – <b>a minimum of 1.0 credit required:</b>		
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 – <b>for a maximum of 1.0 credit:</b>		
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	
<b>Total Course Credits:</b>		<b>3.0 credits</b>