

SOFTWARE ENGINEERING TECHNOLOGY INTERACTIVE GAMING



Hire The Best

This advanced diploma program in Interactive Game Software Development prepares students to participate in various phases of the game programming life cycle, such as game design, three-dimensional graphics programming, game engine design, multiplayer online game programming, etc. The course work will emphasize object-oriented software design methodologies, user-oriented interface design, Microsoft's .NET, DirectX, XNA, Software Testing and QA, C#, Java, J2EE, Oracle, MS-SQL Server, Unix/Linux, HTML/XML, Rational/WebSphere, etc.

Some Assignments Include

- Programmer/Analyst
- Game Designer
- Web Applications Developer
- Software Tester
- Software Maintenance

Program Outline



Sept. – Dec.	Jan. – April	May – Aug.	Sept. – Dec.	Jan – April	May – Aug.	Sept. – Dec.	Jan. – April	May – Aug.	Sept. – Dec.
Semester 1	Semester 2	Vacation	Semester 3	Co-op Work Term 1	Semester 4	Co-op Work Term 2	Semester 5	Co-op Work Term 3	Semester 6
Programming I Software Engineering Fundamentals Introduction to Database Concepts Functions and Number Systems College Communications 2 Introduction to Canadian Business	Network Technologies Programming II Web Interface Design Software Engineering Methodologies 1 Discrete Mathematics Elective		Advanced Database Concepts JAVA Programming I Advanced Web Applications Development Advanced Business Communications Statistics and Research Methods Signature Learning Experience Employment Preplacement		Business and ICT Programming III Object-Oriented Software Engineering Unix/Linux Operating Systems Software Testing and Quality Assurance Elective		IT Project Management Software Development Project I J2EE Programming Game Programming I Introduction to Game and Simulation Advanced Graphics		Emerging Technologies Software Development Project II Practical Game Design Simulation Design Game Programming II Technical Elective

