About You

• You are interested in game coding and programming.
• You enjoy breaking down systems to understand how they work.
• You are prepared to take on a class workload of 20 hrs/wk plus a minimum 10 hrs/wk of practice. We recommend you do not exceed 20 hrs/wk of part-time work outside the program.
• You are curious, enjoy problem-solving, can work under pressure and are attentive to detail.

Are you ready?

• To take math basics to the next level.
• To explore programming applications beyond gaming.
• To function in a deadline and results-driven environment.
• To work in groups on complex projects and treat college like a workplace and your peers as colleagues.

Did you know?

• At George Brown we distinguish game ‘programming’ (T163) from ‘design’ (G405) and ‘development’ (G109).
• You don’t have to be a gamer to be a game programmer. In fact, being a good gamer doesn’t automatically mean you will be a good programmer. Programming takes practice. The industry wants exceptional programmers. With a game programming background you can apply your skills to a variety of different fields.

Chart Your Path Success

<table>
<thead>
<tr>
<th></th>
<th>1st Year (Semester 1+2)</th>
<th>2nd Year (Semester 3+4)</th>
<th>3rd Year (Semester 5+6)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Academic Experience</strong></td>
<td>• 12 required courses</td>
<td>• 12 required courses</td>
<td>• 12 required courses</td>
</tr>
<tr>
<td></td>
<td>• Plus any additional courses required based on placement test results*</td>
<td>• 2 electives</td>
<td></td>
</tr>
<tr>
<td><strong>Industry Connections</strong></td>
<td>• Programming is not a regulated profession but we encourage participation in the International Game Developers’ Association (IGDA).</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Participate in a variety of jams: Toronto Jam, Global Game Jam, GBC Jam (monthly) and more.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Participation also open to students at the Game Developers Conference.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Attend the Level Up Competition in January – open to all students.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Take advantage of industry speakers and site visits to network and share your work.</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Preparation Tips</strong></td>
<td>• Check out Career Services for tips on how to update your professional social media profile(s) and how to use social media to follow companies of interest and industry news.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Register on STU-VIEW for a mandatory in-person English placement test and for your courses.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Set up your georgebrown.ca email. This is how the college will keep in touch with you.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Get your student ID card. It gives you access to many college services and activities, including the Library Learning Commons.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Apply for financial aid and scholarships.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*Extra fees may apply

Other Services

The Current Student page has information about available services and activities including: Athletics (including clubs & recreation), Student Life activities (including the Student Leadership Academy), Counselling, Accessible Learning Services, Library Learning Commons, tutoring, peer coaching, technical support and more.
Program Highlights

• Solid preparation for a programming career including portfolio building opportunities.
• Game development course provides an intensive and collaborative environment where Game – Programming (T163) students are placed in groups with students from other programs. Past projects have included Runbow® and other successful games.

About Us

• At George Brown we provide practical (lab-based and industry-focused) experience.
• Many faculty members are actively working in Toronto’s vibrant gaming industry and recruit students for work opportunities.
• We host game jams and encourage participation in competitions that allow students to interface with industry leaders and peers.
• We provide computer labs and all necessary software on-site for student use.

What’s Next

Our graduates will be able to work in many areas of the digital game industry, including:

• software or hardware development
• publisher
• ISP and game portal development and maintenance
• website development
• distribution middleware and tool provider
• production service
• content/IP owner

Need career support?

Jump-start your job search with Career Services and Career Coach.

The Career Services centre offers support to students before, during and after their studies.

• Identify your strengths and develop your career skills.
• Use our online tools and interactive workshops to build your resume, cover letter and interview skills.
• Work one-on-one with a Career Advisor to start your career development.

Still unsure?

We can help you find the program that’s right for you.

Contact an Entry Advisor at 416-415-5000, ext. 2949 or collegeadvisor@georgebrown.ca.

Book an appointment using the Entry Advising Client Intake Form.

For inquiries related H163 contact Program Co-ordinator: Alexander Richard ext. 4232 or arichard6@georgebrown.ca.