

## **MONTREAL COURSE LISTINGS | FALL 2021 - SPRING 2022**

### **CORE 330/LIBERAL ARTS**

ART 330: CULTURAL IMMERSION THROUGH CANADIAN MUSIC  
CCM 301: MONTREAL EMERGING MEDIA AND INNOVATION  
COR 330: URBAN ART MONTREAL  
FLM 281: CANADIAN CULTURE THROUGH FILM  
LAN 105: SURVIVAL FRENCH IN MONTREAL  
LAN 215: CONVERSATIONAL FRENCH  
SWK 230: LGBTQ MONTREAL  
WRT 236: FOOD WRITING IN MONTREAL

### **BUSINESS**

BUS 310: INTERNATIONAL BUSINESS AND MACROECONOMICS  
INT 330: INTERNATIONAL RELATIONS  
MGT 411: GAME ENTREPRENEURSHIP IN MONTREAL

### **CORE**

COR 310: THE GLOBAL CONDITION (SPRING ONLY)  
COR 320: HUMAN RIGHTS AND RESPONSIBILITIES (SPRING ONLY)

### **COMPUTER SCIENCE & INNOVATION**

CSI 380: INNOV III: EMERGING LANGUAGES (SPRING ONLY)

### **FILMMAKING**

FLM 281: CANADIAN CULTURE THROUGH FILM  
CINEMATIC NARRATIVE

### **GAME ART AND ANIMATION**

GAA 345: 3-D CHARACTER DEVELOPMENT (SPRING ONLY)  
GAA 350: PROCEDURAL MATERIAL DEVELOPMENT (FALL ONLY)  
GAA 380: ADVANCED SEMINAR IN GAME ART AND ANIMATION (FALL ONLY)  
GAA 380A: ADVANCED SEMINAR IN VISUAL EFFECTS (SPRING ONLY)

### **GAME DESIGN**

GMD 300: GAME TECHNOLOGY II (FALL ONLY)  
GMD 310: APPLIED LUDOLOGY (FALL ONLY)  
GMD 320: GAME SYSTEMS AND EXPERIENCE DESIGN (SPRING ONLY)  
GMD 350: INTERACTIVE NARRATIVE II (SPRING ONLY)  
EGD 380B: ADVANCED SEMINAR IN GAME DESIGN

### **GAME PROGRAMMING**

GPR 200: INTRODUCTION TO MODERN GRAPHICS PROGRAMMING I (FALL ONLY)  
GPR 250: GAME ARCHITECTURE (SPRING ONLY)  
GPR 300: GRAPHICS/GAME ENGINE PROGRAMMING II (SPRING ONLY)  
GPR 350: GAME PHYSICS (FALL ONLY)  
EGD 380P: ADVANCED SEMINAR IN GAME PROGRAMMING  
GPR 410: ARTIFICIAL INTELLIGENCE FOR GAMES (FALL ONLY)

### **GAME COHORT: FOR GART, GMD, EGPR & GPMG MAJORS**

EGD 320: GAME STUDIO II (SPRING ONLY)

### **LANGUAGE**

LAN 105: SURVIVAL FRENCH IN MONTREAL  
LAN 215: CONVERSATIONAL FRENCH

### **PROFESSIONAL WRITING**

WRT 236: FOOD WRITING IN MONTREAL



**PSYCHOLOGY**

PSY 380: MULTICULTURAL PSYCHOLOGY (ONLINE)

**SCIENCE**

SCI 155: GLOBAL ENVIRONMENTAL EARTH SCIENCE

**STUDY ABROAD PROFESSIONAL EXPERIENCE FOR ALL MAJORS**

SAP 293: INTERNATIONAL PROFESSIONAL OPPORTUNITY PROJECT (3 credits)

## **MONTREAL COURSE LISTINGS | SUMMER 2021**

**SUMMER CULTURE PROGRAM**

ART 330: CULTURAL IMMERSION THROUGH CANADIAN MUSIC

COR 330: URBAN ART MONTREAL

FLM 281: CANADIAN CULTURE THROUGH FILM

LAN 105: SURVIVAL FRENCH IN MONTREAL

LAN 215: CONVERSATIONAL FRENCH

SWK 230: LGBTQ MONTREAL

WRT 236: FOOD WRITING IN MONTREAL

**SUMMER FILM PROGRAM**

FLM 389: URBAN INDIE FILMMAKING (6 credits)

**SUMMER GAME PROGRAM**

GMD110: INTRODUCTION TO GAME DESIGN

GAA135: INTRODUCTION TO 3D MODELING AND TEXTURING

GPR100: INTRODUCTION TO GAME PROGRAMMING

CINEMATIC NARRATIVE