Games and Play (Minor) – 2025/2026 Program Guide

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

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
Required Courses Choose TWO courses from the list below:		**0.5 credit**
DIGF-1007	Intro to Game Design	
Category A: Choose THREE courses from the list of game design courses below:		**1.5 credits**
DIGF-2012	Low Poly Game Art	
DIGF-2013	2D Game Design	
EXAN-2004	XR Space Jam	
EXAN-2008	3D Modelling & Animation 1	
EXAN-2009	3D Modelling & Animation 2	
SCTM-2005	Intro Comp Sci-Logic & Coding	
VISM-2003	Introduction to Games Studies	
VISM-2006	Critical Play	
Category B: Choose TWO courses from the list of game-related courses below:		**1.0 credit**
EXAN-3011	Creative Process: 2D Animation	
DIGF-3006	3D Game Design (0.5 Credit)	
DIGF-3007	Game Engines	
DIGF-3011	Shader Art	
DIGF-3013	3D Game Design (1.0 Credit)	
IVCV-3002	Sovereign Screen	
Total Course Credits:		**3.0 credits**