

## Games and Play (Minor) – 2026/2027 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
<b>Required:</b>		<b>0.5 credit</b>
DIGF-1007	Intro to Game Design	
<b>Choose three courses from the lists below:</b>		<b>1.5 credits</b>
DIGF-2012	Low Poly Game Art	
DIGF-2013	2D Game Design	
EXAN-2004	XR Space Jam	
EXAN-2008	3D Modeling & Animation 1	
EXAN-2009	3D Modeling & Animation 2	
SCTM-2005	Intro Comp Sci-Logic & Coding	
VISM-2003	Introduction to Games Studies	
VISM-2006	Critical Play	
<b>Choose Two courses from the list below:</b>		<b>1.0 credits</b>
IVCV-3002	Sovereign Screen	
DIGF-3006	3D Game Design (0.5 credit)	
DIGF-3013	3D Game Design (1.0 credit)	
DIGF-3007	Game Engines	
DIGF-3011	Shader Art	
<b>Total Course Credits:</b>		<b>3.0 credits</b>