

MONTREAL COURSE LISTINGS | FALL 2020 - SPRING 2021

CORE 330/LIBERAL ARTS

ART 330: CULTURAL IMMERSION THROUGH CANADIAN MUSIC
CCM 301: MONTREAL EMERGING MEDIA AND INNOVATION
FLM 281: CANADIAN CULTURE THROUGH FILM
HIS 415: CANADIAN-AMERICAN RELATIONS
LAN 105: SURVIVAL FRENCH IN MONTREAL
LAN 215: CONVERSATIONAL FRENCH
SWK 230: LGBTQ MONTREAL
WRT 236: FOOD WRITING IN MONTREAL
MGT 335: INTERNATIONAL SPECIAL TOPICS IN BUSINESS: MONTREAL

BUSINESS

BUS 310: INTERNATIONAL BUSINESS AND MACROECONOMICS
INV 310: STRATEGIC MANAGEMENT OF INNOVATION & TECHNOLOGY
INT 330: INTERNATIONAL RELATIONS
MKT 350: DIGITAL MARKETING
MGT 335: INTERNATIONAL SPECIAL TOPICS IN BUSINESS: MONTREAL
MGT 411: GAME ENTREPRENEURSHIP

COMMUNICATION

COM 230: SMALL GROUP COMMUNICATION

CORE

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

CREATIVE MEDIA

IXD 200: AESTHETIC INTERACTIONS

COMPUTER SCIENCE & INNOVATION

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

EDUCATION & HUMAN SERVICES

EHS 300: COMMUNITY ADVOCACY & INQUIRY IN MONTREAL: SERVICE LEARNING

FILMMAKING

FLM 281: CANADIAN CULTURE THROUGH FILM
FLM 315: FILMMAKING II (SPRING ONLY)

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 230: INTERACTIVE NARRATIVE I (FALL ONLY)
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 PRODUCTION 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 INTERNSHIP FOR ALL MAJORS

SAP 390: INTERNATIONAL INTERNSHIP EXPERIENCE (6 credits)

MONTREAL COURSE LISTINGS | SUMMER 2020

SUMMER CULTURE PROGRAM

ART 330: CULTURAL IMMERSION THROUGH CANADIAN MUSIC
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