LaSalle College Montréal

DEC | 420.B0

Computer Science Technology – Video Game Programming (profile 420BX)

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Duration
3 years (6 semesters, 2670 hours)

Schedule
Full-time
Daytime

Languages of Instruction
English, French

Methods of Instruction
On-campus, Online (Montréal et Laval)

Turn your passion for video games into real expertise! This program immerses you in the fascinating world of game creation, where programming and imagination come together to bring interactive worlds to life. You'll master game engines, create immersive 3D graphics, and develop your own game mechanics. Developed with some of the world's biggest video game studios, this video game programmer training offers you the necessary knowledge to secure a top position in the industry.

Career Prospects

Montreal remains one of the most important hubs of the video game industry in North America, home to major international studios as well as a dynamic ecosystem of independent studios. Like any technology-driven sector, the industry goes through periods of transformation that require versatile professionals capable of adapting to market changes.

Career Fields

- Programmer (general, gameplay, UI, databases, tools...)
- Video Game Developer
- Software Developer
- Mobile Developer
- Web Game Developer
- Interactive Media Developer
- Multimedia Content Producer
- Video Game Designer
- Video Game Quality Assurance (QA)

Opportunities

Our unique approach incorporates real-world experience with classroom learning for a hands-on, practical education.

- Collaborate with active industry professionals;
- Sharpen skills in a practical setting;
- Create a portfolio tailored to your career objectives;
- Join our computer club to maintain connections with companies and to attend several events and workshops.

Cutting-edge Facilities and Equipment

Experiment with industry-standard equipment, software, and technology in our advanced facilities, including:

- FLEX classrooms,
- Active learning classrooms,
- Fully equipped computer lab,
- And many others!

Actively participate and collaborate with teachers using these specialized facilities, boosting your motivation and confidence.

Diploma and Accreditation

This Diploma of College Studies (DCS) is accredited by the ministère de l'Enseignement supérieur of Québec and is internationally recognized.

Holders of a Diploma of College Studies (DCS) can pursue university studies or enter the workforce directly.

Work Experience

Our **Computer Science Technology - Video Game Programming program** also includes a **525-hour internship** as part of the curriculum.

For this program, you'll need to use your own computer equipment.

SEE REQUIREMENTS

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Tuition

Estimate the cost of your studies in 4 easy steps.

CALCULATE MY FEES

Admissions Criteria

Exceptions to these admission criteria may be applied.

Every application is reviewed by the College.

To be eligible for acceptance into this program, applicants are generally required to meet one of the following criteria:

- Secondary School Diploma (SSD) with completion of:
  -Mathematics TS, SN Secondary IV or CST 5 (Math 436).
- Diploma of Vocational Studies (DVS) with completion of:
  - Language of Instruction from Secondary 5,
  - Second Language from Secondary 5,
  - Mathematics from Secondary 4.
- Equivalent education or an instruction deemed sufficient.

List of Courses

Diploma of College Studies (DCS) programs consist of:

- General education courses common to all programs,
- General education courses specific to the program,
- Complementary general education courses.

General Education Courses

College-level institutions emphasize general education that focuses on core cultural knowledge, skill development, responsible citizenship, and shared cultural heritage.

Alumni have a well-rounded skill set and general knowledge that is valued in the workplace.

• 3 Physical Education courses	(90h)
• 3 Humanities courses	(150h)
• 4 Language and Literature courses	(240h)
• 2 Second Language courses	(90h)
• 1 Complementary course	(45h)
• 1 French Literature course	(45h)

Concentration Courses

You must take 2 concentration courses in French.

Semester 1

• Applied Mathematics to Computer Science	(60h)
• Introduction to Programming	(90h)
• Computer Tools	(75h)
• The Video Game Industry	(60h)

Semester 2

• Mathematics Applied to Video Games	(60h)
• Object-oriented Programming	(90h)
• Information Systems	(90h)

Semester 3

• Operating Systems	(75h)
• Databases	(90h)
• Object-oriented Programming II	(75h)
• Statistics Applied to Video Games	(60h)
• Game Engine I	(90h)

Semester 4

• Game Engine II	(90h)
• Data Structures and Algorithms	(90h)
• Integrative Skills Project	(150h)
• Project Methodology	(60h)

Semester 5

• Database Application Development	(75h)
• Game Engine III	(105h)
• Web Application Development	(90h)
• Professional integration	(45h)
• Portfolio	(60h)

Semester 6

• 3D Graphics	(60h)
• Workplace Integration: Programming in Video Game	(270h)

* The College reserves the right to substitute some courses.

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