LaSalle College Montréal

ACS | NTL.1H

Game and Level Design

LEARN MORE

Duration
2 years (4 semesters, 1350 hours)

Schedule
Full-time
Daytime

Languages of Instruction
English, French

Methods of Instruction
Online, On-campus (Montréal)

Turn your passion for video games into an exciting career with this Game and Level Design ACS course. Learn to use the latest software, create your own video game, gain knowledge with courses designed together with leading game studios and make the most of our cutting-edge IT labs.

Career Prospects

According to Job Bank, Québec is the best province to work in in Canada as a Level Designer.

In the rapidly expanding digital age, there are numerous professional opportunities, and Montréal is a major hub in the video game industry, hosting several internationally recognized studios in the field.

Career Fields

- General Video Game Architect,
- Video Game Level Designer,
- Video Game Designer,
- Video Game Narrative Designer.

Diploma and Accreditation

This Attestation of College Studies (ACS) is approved by the ministère de l'Enseignement supérieur of Québec and is internationally recognized.

ACS programs are part of continuing education and destined primarily for adults seeking to add value to their skill set or reorient their career.

A student without a Certificate of eligibility (CEO) who begins an ACS program in English will be required to demonstrate sufficient knowledge of French, as defined by the regulations of the Ministère de la Langue française, in order to graduate.

Montréal
2000, Sainte-Catherine Street West - 514 939-2006

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

SEE REQUIREMENTS

Admissions Criteria

Exceptions to these admission criteria may be applied. Every application is reviewed by the College. To be eligible for acceptance into an ACS program, applicants are generally required to meet one of the following criteria:

- Have interrupted their full-time studies for at least two (2) consecutive semesters or one (1) full school year; or
- Have followed post-secondary studies for a period of at least one (1) year; or
- Have a Secondary School Diploma (SSD) or a Diploma of Vocational Studies (DVS), and the program allows them to receive a technical training that is not available in a DCS program; or
- Have an equivalent education or an instruction deemed sufficient and meet the admission criteria set for college studies.

List of Courses

ACS programs are based on DCS program curricula, but do not have general education courses like French, English, or Philosophy.

Concentration Courses

• Introduction to Video Games	(45h)
• Modeling	(60h)
• Texture	(60h)
• Animation	(45h)
• Game Design	(60h)
• Level Design	(60h)
• Advanced Game Design	(120h)
• Advanced Level Design	(120h)
• Narrative Design	(45h)
• Visual Programming	(45h)
• Professionnal Practice and Ethics	(60h)
• Demo Reel	(90h)
• Virtual Reality	(120h)
• Advanced Visual Programming	(60h)
• Production Simulation	(360h)

* The College reserves the right to substitute certain courses.