Attend a Game Design Program that Focuses on Software Development by Jason

Article published on March 26th 2012 | Career

Software developers, game programmers, software testers, computer programmers, system analysts, business analysts, web application developers, database administrators and applications or software support: These are some of the titles one can obtain upon completion of a game design program such as Centennial College's Software Engineering Technology - Interactive Gaming (Co-op) offering. These professionals work in various phases of the game programming life cycle, including: game design, game engine design, three-dimensional graphics programming, multiplayer online game programming and more.

The advanced offering at Centennial College, takes three years to complete and results in an Advanced Ontario College Diploma as well as the ability to be employable directly upon graduation. Places that have hired students of this interactive game design program include SpongeLab, CIBC, Bell Canada, Hudson's Bay Company, ManuLife, Royal Bank and more.

The game design courses within the program are delivered using cutting-edge technology geared to industry standards while being led by knowledgeable and approachable faculty members who have diverse business experience and academic credentials. The focus of these game design courses is on object-oriented software design methodologies, user-oriented interface design, Microsoft's .NET, DirectX, XNA, Software Testing and QA, C#, Java, J2EE, Oracle, MS-SQL Server, Unix/ Linux, HTML/ XML, Rational/ WebSphere, and more. Specific courses covered in the game design program include: Software Engineering Fundamentals, Introduction to Database Concepts, Functions and Number Systems, Web Interface Design, Introduction to Game and Simulation, Game Programming, Object Oriented Software Engineering and many others.

To complement training and ensure students are ready for the field, they participate in three terms of employment placement with a real employer. The program helps students to prepare through an Employment Pre-placement course, which teaches them about interview techniques, workplace etiquette, co-op activities that theyâ€™ll have to complete and more. In order to be eligible for co-op, students will have to complete a minimum of 80 per cent of Year 1 courses, a minimum C grade in COMM-170/171 and a 2.5 GPA or greater for COOP-221. This program's co-op option is a paid placement.

Additionally, to graduate from this game design program, students are required to have a minimum C grade average.

Applicants to this game design program must have completed at minimum an Ontario Secondary School Diploma (OSSD) or equivalent or be 19 years of age or older. In addition, compulsory English 12C or U or skills assessment, or equivalent and Math 11M or U, or 12C or U, or skills assessment, or equivalent are also required. Students are placed in the appropriate English level based on a skills assessment. In addition, qualified college or university graduates with a background in software can gain direct entry into semester three of this three-year program and receive their Software Engineering Technology - Interactive Gaming Co-op Advanced diploma in four semesters plus two work terms.

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Jason - About Author:
Emma focuses on the application process, features and learning outcomes of the a titlegame design program game design program at Centennial College known as Software Engineering Technology - Interactive Gaming.

Article Keywords:
game design program, game design course

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