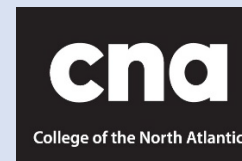


SCHOOL OF ACADEMICS, APPLIED ARTS & TOURISM

Midterm/Final Exam Invigilation Requirements



Program: Video Game Art & Design

Delivery: Online Asynchronous

Course Number	Course Name	Midterm Exam	Exam Invigilation	Invigilation Software Required	Final Exam	Exam Invigilation	Invigilation Software Required
Semester 1							
CM1100	Writing Essentials	No			Yes	Online	Respondus Monitor (Webcam/Microphone Required)
GD1130	Game Design Theory	No			No		
HY1120	Prehistory to Renaissance	Yes	No Supervision Required	No Invigilation Software Required	Yes	No Supervision Required	No Invigilation Software Required
PY1150	Photography	No			Yes	No Supervision Required	No Invigilation Software Required
VA1110	Drawing Methods & Media	No			No		
VA1115	2D Design	No			No		
VA1400	Colour Theory	No			Yes	No Supervision Required	No Invigilation Software Required
Semester 2							
CM1521	Writing for the Arts	No			No		
GD1120	Storytelling in Games I	No			Yes	No Supervision Required	No Invigilation Software Required
GD1140	Serious Games Theory	No			Yes	No Supervision Required	No Invigilation Software Required
HY1130	Renaissance to 20th Century	Yes	No Supervision Required	No Invigilation Software Required	Yes	No Supervision Required	No Invigilation Software Required
VA1120	Digital Imaging	No			No		
VA1140	Figure Drawing	No			No		
VA1170	3D Design	No			No		
Semester 3							
CM2200	Oral Communications	No			No		
GD1150	Game & Level Design I	No			No		
GD1160	Art for Games I	No			No		
GD1170	Sound Design for Games	No			No		
GD1180	Game Industry Professionalism	No			Yes	No Supervision Required	No Invigilation Software Required
Elective							

Course Number	Course Name	Midterm Exam	Exam Invigilation	Invigilation Software Required	Final Exam	Exam Invigilation	Invigilation Software Required
Semester 4							
CM1400	Technical Report Writing I	No			No		
GD1600	Business of Game Development	No			Yes	No Supervision Required	No Invigilation Software Required
GD2110	Game & Level Design II	No			No		
GD2121	Art for Games II	No			No		
GD2130	Storytelling in Games II	No			No		
Elective							
Semester 5 (Intersession)							
GD2140	Game & Level Design III	No			No		
GD2150	Art for Games III	No			No		
GD2160	QA & Playtesting for Games	No			No		
Semester 6							
GD3100	Game & Level Design IV	No			No		
GD3110	Art for Games IV	No			No		
GD3120	3D Game Character Design	No			No		
GD3130	Visual Narrative for Games	No			No		
EP1100	Entrepreneurial Studies	No			No		
Semester 7							
GD3140	Game & Level Design V	No			No		
GD3150	Interactive Storytelling	No			No		
GD3160	Portfolio for the Game Industry	No			No		
GD3170	Art for Games V	No			No		
GD3190	VR & AR in Games & Simulation	No			No		
Semester 8							
GD3180	Game Design Capstone Project	No			No		