



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

[LEARN MORE](#)**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)

Explore the fascinating art of creating your own video game universe with this DCS in Computer Science Technology – Video Game Programming. Using the industry's leading programming tools (Unity, Unreal, C/C++/C#, Gameplay), this video game development course will teach you essential programming skills.

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

Montréal is a thriving video game industry hub with a pressing need for game programmers. Job Bank data shows high demand surpassing supply.

In fact, a very high demand in this field prompted Québec's "Opération main-d'œuvre" in 2021.

## Career Fields

- Video Game Developer (Game Designer, Application Quality Assurance, Engine Programmer (Unity and Unreal), C/C++/C#, Gameplay, Animation, Game Tester and 3D Designer);
- Object-oriented Developer (Object-oriented Application Development (.Net, Java, C++) and Application Quality Assurance);
- IT Professional (IT Advisor, User Interface Designer, Application Tester and IT Trainer).

## 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.

## Diplôme et accréditation

Reconnu à l'international, ce Diplôme d'études collégiales (DEC) est accrédité par le ministère de l'Enseignement supérieur du Québec.

Les détenteurs d'un Diplôme d'études collégiales (DEC) peuvent poursuivre des études universitaires ou intégrer directement le marché du travail.

## Work Experience

Get sought-after practical experience with our Career Service and our **Work-Study Program (WSP)**, which incorporates **two paid internships** into your program.

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](#)



## Tuition

Estimate the cost of your studies in 4 easy steps.



[CALCULATE MY FEES](#)

## Financial Aid

Resident of Québec?

This program qualifies for the **Québec Perspective Scholarship Program**. You could receive \$1,500 for each successful semester (for a maximum total of \$9,000 for 3 years).

## 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.

- Applied Mathematics (60h)
- Elements of Data processing for Video Game (75h)
- Structured Programming (90h)
- Profession and Industry (60h)
- Applied Mathematics for Video Game (60h)
- Object Oriented Programming and Concepts I (75h)
- Information System and Project Methodologie I (90h)
- Object Oriented Programming and Concepts II (75h)
- Game Engine I (75h)
- Databases (90h)
- Operating Systems (75h)
- Game Engine II (90h)
- Advanced Data Structure (75h)
- Applied Statistics for Video Game (60h)
- Game Engine III (90h)
- Internet Programming I (90h)
- Database Development (75h)
- Information System and Project Methodology II (75h)
- Graphical Environment (75h)
- Networks Elements (75h)
- Internship (525h)

\* The College reserves the right to substitute some courses.