

MONTREAL COURSE LISTING | AY 2025 - 2026

Montreal - Summer 2025

SUMMER CORE: MONTREAL URBAN EXPLORATION

- COR-201: Making Meaning through Science/COR-301: Connecting Place and Identity - Montreal as a Green City (3 credits)
- COR-202: Interdisciplinary Perspectives - Creative Communities in Montreal/COR-302: Field Methods - Graffiti and Unsanctioned Art in Montreal (3 credits)

SUMMER IMMERSION: MONTREAL URBAN INDIE FILMMAKING

- FLM-389: Urban Indie Filmmaking (6 credits)

MONTREAL - Fall 2025

Open to the following **Game majors**: GDES, GMRT and to students from the **Creative Studio** and the **School of Social Innovation**

CORE COURSES:

- COR-301: Connecting Place and Identity
 - COR-301/FLM-281: Canadian Culture through Film
 - COR-301/ART-330: Cultural Immersion through Canadian Music
- COR-302: Field Methods
 - COR-302/ART-380: Graffiti and Unsanctioned Art in Montreal
 - COR-302/WRT-236: Food Writing in Montreal
 - COR-302/BRD-240: Podcasting in Montreal

GAME COURSES:

- GAA-380: Advanced Seminar in Game Environments
- GAA-310: Game Visual Effects
- GMD-310: Applied Ludology
- GMD-380: Advanced Seminar in Game Design

SoSI / CREATIVE STUDIO COURSES:

- SCI with lab
- SAP-293: International Professional Project "Urban Innovations in Montreal" + COR-304: Digital Methods

MONTREAL - Spring 2026

Open to all Game majors

CORE COURSES:

- COR-303: Connecting Past and Present
 - COR-303/FLM-281: Canadian Culture through Film
 - COR-303/ART-330: Cultural Immersion through Canadian Music
- COR-304: Digital Methods
 - COR-304/ART-380: Graffiti and Unsanctioned Art in Montreal
 - COR-304/WRT-236: Food Writing in Montreal
 - COR-304/BRD-240: Podcasting in Montreal

GAME COURSES:

- EGD-320: Game Studio II
- GMD-320: Game Systems and Experience Design
- GMD-380: Advanced Seminar in Game Design
- GPR-300: Intermediate Graphics & Animation Programming
- EGD-380P: Advanced Seminar in Game Programming
- GAA-345: 3-D Character Development
- GAA-310: Game Visual Effects
- EGD-380B 115: Advanced Seminar - Game Biz

