



## Comparative Table of Online and On Campus Programs

# VIDEO GAMES

	<b>ONLINE</b> Video Game 3D Modeling – NTL.0Y	<b>ON CAMPUS</b> Video Games
<b>LENGTH</b>	16-month program – 4 semesters (including summer)	12-month program – 3 semesters
<b>NUMBER OF HOURS PER WEEK</b>	<ul style="list-style-type: none"> <li>2.5 hours/week of virtual evening courses (virtual interaction with the tutor)</li> <li>20 hours/week of individual work (study and assignments)</li> </ul>	<ul style="list-style-type: none"> <li>20 to 25 hours/week of courses</li> <li>12 to 15 hours/week of individual work</li> </ul>
<b>COURSE SCHEDULE</b>	2 courses per week	4 to 6 courses per week
<b>SUPPORT</b>	<ul style="list-style-type: none"> <li>Real-time virtual distance tutoring (Webcam)</li> </ul>	<ul style="list-style-type: none"> <li>Mentoring</li> <li>Conferences</li> <li>Industry visits</li> </ul>
<b>SOFTWARE</b>	<p>The learner must have the required software and peripherals.</p> <p>(See the program sheet for more details)</p>	Computer laboratories available with 3DSMax, UDK, Photoshop and Z-Brush software.
<b>REQUIRED EQUIPMENT</b>	<ul style="list-style-type: none"> <li>Computer</li> <li>Scanner</li> <li>Graphic tablet</li> <li>External hard drive or USB flash drive</li> <li>High speed internet connected to a modem</li> <li>Headphones and microphone</li> </ul> <p>(See the program sheet for more details)</p>	<ul style="list-style-type: none"> <li>External hard drive or USB flash drive</li> <li>Graphic tablet, an asset</li> </ul>
<b>REQUIRED SKILLS</b>	<ul style="list-style-type: none"> <li>Time management skills</li> <li>Autonomy</li> </ul>	<ul style="list-style-type: none"> <li>Team player</li> </ul>
<b>EVALUATIONS</b>	<ul style="list-style-type: none"> <li>Assignments</li> <li>Final project (including the material taught during the course of the semester)</li> </ul>	<ul style="list-style-type: none"> <li>Theoretical and practical tests</li> <li>Supervised projects</li> </ul>
<b>NUMBER OF ASSIGNMENTS DURING THE SEMESTER</b>	2 assignments and 1 final project	Approximately 10 assignments
<b>FINAL PROJECTS</b>	<ul style="list-style-type: none"> <li>Design games, scenarios and levels</li> <li>Design, modeling, articulation, review and context of characters and artefacts</li> </ul>	<ul style="list-style-type: none"> <li>Modeled, textured and animated characters</li> <li>Storyboards</li> <li>Game levels</li> <li>Playable video games</li> </ul>
<b>EDUCATIONAL INSTITUTION</b>	This program is offered by LaSalle College, a member of the LaSalle International Network.	This program is offered by Inter-Dec College (Montréal), a member of the LaSalle International Network.