Queen's Computing
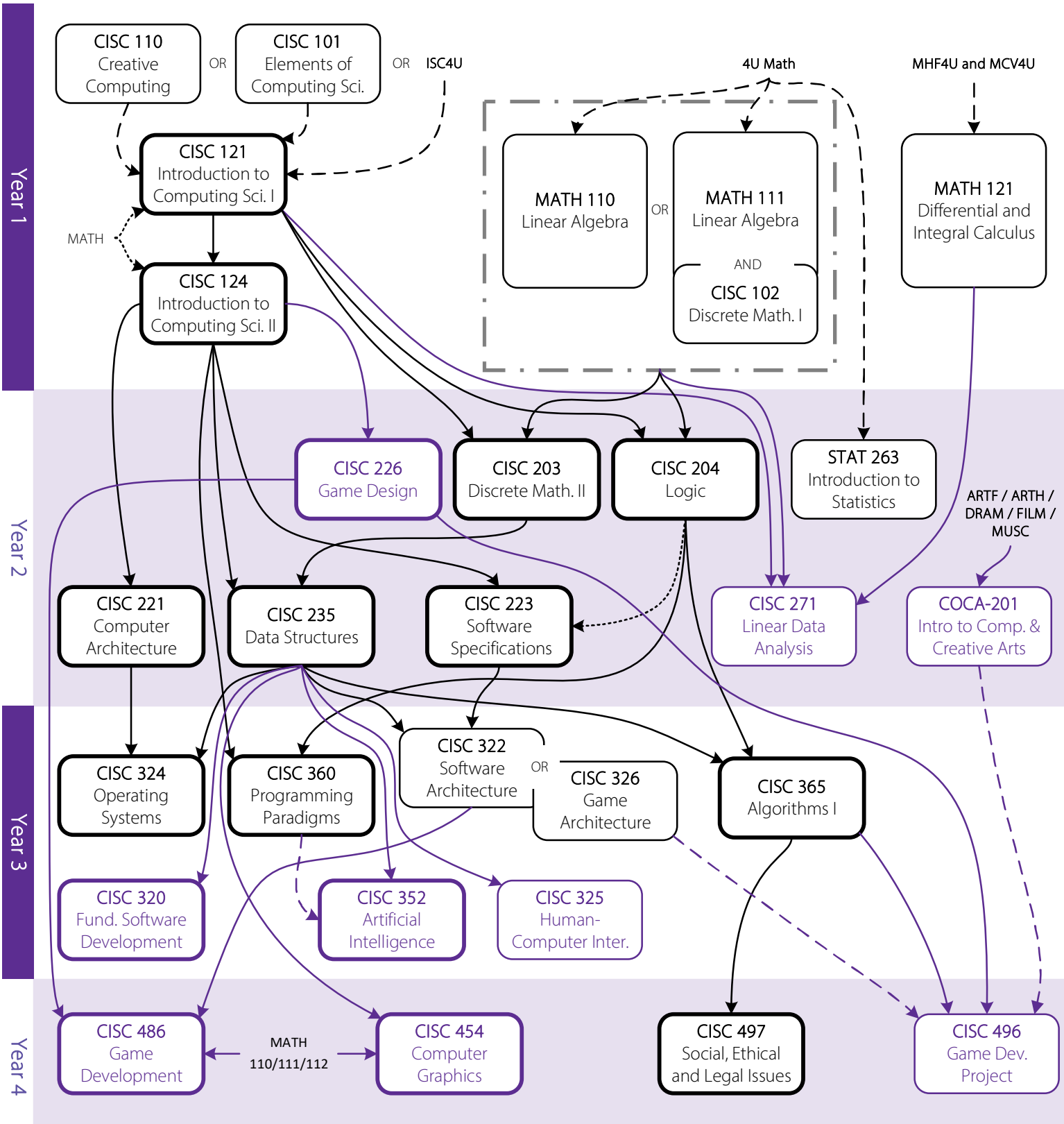## SCHOOL OF

Game Development — Focus

BComp (Hons) *COMP-M-BCH**
42 core units
18 option units
12 supporting units
48 elective units*
120 units total

Year 1

- CISC 110 — Creative Computing
- *OR*
- CISC 101 — Elements of Computing Sci.
- *OR* ISC4U
- CISC 121 — Introduction to Computing Sci. I
- MATH
- CISC 124 — Introduction to Computing Sci. II

4U Math

- MATH 110 — Linear Algebra
- *OR*
- MATH 111 — Linear Algebra
- *AND*
- CISC 102 — Discrete Math. I

MHF4U and MCV4U

- MATH 121 — Differential and Integral Calculus

Year 2

- CISC 226 — Game Design
- CISC 203 — Discrete Math. II
- CISC 204 — Logic
- STAT 263 — Introduction to Statistics

ARTF / ARTH / DRAM / FILM / MUSC

- CISC 221 — Computer Architecture
- CISC 235 — Data Structures
- CISC 223 — Software Specifications
- CISC 271 — Linear Data Analysis
- COCA-201 — Intro to Comp. & Creative Arts

Year 3

- CISC 324 — Operating Systems
- CISC 360 — Programming Paradigms
- CISC 322 — Software Architecture
- *OR*
- CISC 326 — Game Architecture
- CISC 365 — Algorithms I
- CISC 320 — Fund. Software Development
- CISC 352 — Artificial Intelligence
- CISC 325 — Human-Computer Inter.

Year 4

- CISC 486 — Game Development
- MATH 110/111/112
- CISC 454 — Computer Graphics
- CISC 497 — Social, Ethical and Legal Issues
- CISC 496 — Game Dev. Project

*Game Development may also be taken as CIPS-accredited Computer Science Specialization (CSCI-P-BCH) with additional 30-unit breadth requirement with fewer electives and no Minor (see calendar for details).

REQUIRED ▬▬ CHOICE ▭▭
PREREQUISITE ⟶ COREQUISITE ┈┈▸ RECOMMENDED ╌╌▸

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