

7.0 List of existing program and proposed program

Existing program (list courses as follows: Subj Code/Crse Num, Title, Credit weight, under the headings of: Required Courses, Complementary Courses, Elective Courses)

Proposed program (list courses as follows: Subj Code/Crse Num, Title, Credit weight, under the headings of: Required Courses, Complementary Courses, Elective Courses)

MAJOR IN COMPUTER SCIENCE: COMPUTER GAMES OPTION (62-69 credits)

Required Courses (41-44 credits)

COMP 202* (3) Introduction to Computing 1
COMP 250 (3) Introduction to Computer Science
COMP 251 (3) Data Structures and Algorithms
COMP 206 (3) Introduction to Software Systems
COMP 273 (3) Introduction to Computer Systems
COMP 302 (3) Programming Languages and Paradigms
COMP 308 (1) Computer Systems Lab
COMP 310 (3) Operating Systems
COMP 322 (1) Introduction to C++
COMP 330 (3) Theoretical Aspects: Computer Science
COMP 361 (3) Systems Development Project
COMP 557 (3) Fundamentals of Computer Graphics
MATH 222 (3) Calculus 3
MATH 223 (3) Linear Algebra
MATH 240 (3) Discrete Structures 1
MATH 323 (3) Probability

*Students who have sufficient knowledge in a programming language do not need to take COMP 202

Complementary Courses (21-25 credits)

3 credits selected from:

COMP 350 (3) Numerical Computing
COMP 360 (3) Algorithm Design Techniques

6-8 credits selected from:

COMP 303 (3) Software Development
COMP 304 (3) Object-oriented Design
COMP 335 (3) Software Engineering Methods
COMP 529 (4) Software Architecture
COMP 533 (3) Object-Oriented Software Development

6 credits selected from:

COMP 409 (3) Concurrent Programming
COMP 421 (3) Database Systems
COMP 535 (3) Computer Networks 1
or COMP 435 (3) Basics of Computer Networks

6-8 credits selected from:

COMP 424 (3) Topics: Artificial Intelligence 1
COMP 507 (3) Computational Geometry
COMP 521 (4) Modern Computer Games
COMP 522 (4) Modelling and Simulation

MAJOR IN COMPUTER SCIENCE: COMPUTER GAMES OPTION (62-69 credits)

Required Courses (41-44 credits)

COMP 202* (3) Introduction to Computing 1
COMP 250 (3) Introduction to Computer Science
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COMP 557 (3) Fundamentals of Computer Graphics
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6-8 credits selected from:

COMP 424 (3) Topics: Artificial Intelligence 1
COMP 507 (3) Computational Geometry
COMP 521 (4) Modern Computer Games
COMP 522 (4) Modelling and Simulation
COMP 599 (3) Fund. Computer Animation

Attach extra page(s) as needed

8.0 Consultation with
Related Units

Yes No

Financial Consult Yes No

Attach list of consultations

9. Approvals

Routing Sequence

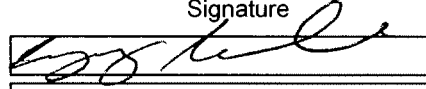
Name

Signature

Date

Department

Prof. Gregory DUDEN



2009.10.29

Curric/Acad Committee

Faculty 1

Faculty 2

Faculty 3

SCTP

GS

APPC

Senate

Submitted by

Name

To be completed by ARR:

Phone

CIP Code

Email

Submission Date