McGill

Program/Major or Minor/Concentration Revision Form

(07/2004)

1.0 Degree Title
Specify the two degrees for concurrent degree programs

1.1 B.Sc.

1.2 Concentration (Legacy = Concentration/Option)
If applicable (30 char. max.)

1.3 Minor (with Concentration, if applicable)
(30 char. max.)

1.4 Category

Faculty Program (FP)	Honours (HON)
Major **(X)**	Joint Honours Component (HC)
Joint Major	Internship/Co-op
Major Concentration (CON)	Thesis (T)
Minor	Non-Thesis (N)
Minor Concentration (CON)	Other
	Please specify

1.5 MAJOR IN COMPUTER SCIENCE: COMPUTER GAMES OPTION

2.0 Administering Faculty/Unit
Science/Computer Science

Offering Faculty/Department
Science/Computer Science

3.0 Effective Term of revision or retirement
Please give reasons in 5.0 "Rationale" in the case of retirement
(Ex. Sept. 2004 = 200409) Retirement

Term: 201009

4.0 Existing Credit Weight: 62-69

Proposed Credit Weight: 62-69

5.0 Rationale for revised program

A new course in Computer Animation is being proposed. We would like to add this to the list of complementary courses for the games option.

6.0 Revised Program Description (Maximum 150 words)

The new program includes a new complementary course COMP 559.

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)

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

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
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Complementary Courses (21-25 credits)
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COMP 350 (3) Numerical Computing
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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
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 DUDEK		2009.10.29
Curric/Acad Committee			
Faculty 1			
Faculty 2			
Faculty 3			
SCTP			
GS			
APPC			
Senate			

Submitted by

Name	
Phone	
Email	
Submission Date	

To be completed by ARR:

CIP Code