

# Game Development Option **SPECIALIST MAP**

BACHELOR OF COMPUTING HONOURS (SPECIALIZATION)



## MORE WAYS YOU CAN:

### GET THE COURSES YOU NEED

## 1ST AND 2ND YEAR

1st year: same as the Bachelor of Computing (Honours). See the Computing major map.

Check out program-specific courses such as CISC 226, 325, 326, 352, 454, 486, 496.

## 3RD AND 4TH YEAR

See [School of Computing website](#) for upper year courses.

### GET RELEVANT EXPERIENCE

Join one or more of the many computer related clubs on campus including the [Queen's Game Developers](#), the [FIRST Robotics Team](#), the [Queen's Coding Club](#), and the [Mostly Autonomous Sailboat Team](#). Participate in Open Source Development Projects. Join the [COMPSA Web Development team](#).

Look for research opportunities at School of Computing [Research Groups](#) like the EQUIS Gaming Research Lab, the Human Media Lab, or the Software Technology Lab.

Participate in the [Microsoft Imagine Cup](#) together with students in the School of Business.

### GET CONNECTED WITH THE COMMUNITY

Attend the [Canadian University Software Engineering Conference](#).

Participate in the [Queen's Game Developers' Club](#).

Join professional associations like the [Association for Computing Machinery \(ACM\)](#).

## Where could I go after graduation?

Game Designer  
Game Developer  
Mobile App Developer  
Software Developer  
Software Architect  
Virtual World Developer  
Web Developer

\*some careers may require additional training

## WHAT CAN I LEARN STUDYING COMPUTING AND CREATIVE ARTS AT QUEEN'S?

- Learn modern tools, algorithms and software architectures for developing digital games
- Learn processes for designing and evaluating games
- Learn the software life-cycle
- Analyze, design, build, test and evaluate large-scale software systems including games
- Learn modern software development methods such as Agile Software Development

## WHY STUDY GAME DEVELOPMENT AT QUEEN'S?

Game Development, a stream of Software Design, provides deep skills and knowledge in the software aspects of computer game development while retaining core Software Design requirements that ensure your qualifications in the software industry or graduate studies.

Game Development is a creative activity, requiring inspiration to spark new ideas, and collaboration among the many types of professionals required to create and evaluate game ideas. Our courses prepare you for careers and research work in this exciting area.

**Caution:** This map is meant as a guide to suggest considerations throughout your university career. The activities, resources, and careers mentioned are possibilities – you are not restricted to them and don't have to follow this exact timeline.



SCHOOL OF  
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