

Software Design **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 223, 326, 327, 422, 498 and SOFT 423.

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](#), [FIRST Robotics Team](#), [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 Software Analysis and Intelligence Lab, or the Software Technology Lab.

GET CONNECTED WITH THE COMMUNITY

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

Join professional associations like [The Association for Computing Machinery \(ACM\)](#) and [The Institute of Electrical and Electronics Engineers \(IEEE\)](#).

Where could I go after graduation?

Software developer
Software tester
Software architect
Mobile app developer
Web developer
Systems analyst
Graphics and game development

*some careers may require additional training

WHAT CAN I LEARN STUDYING SOFTWARE DESIGN AT QUEEN'S?

- Learn the software life-cycle
- Analyze, design, build, test and evaluate large-scale software systems
- Learn modern software development methods such as Agile Software Development and Object-Oriented Analysis

WHY STUDY SOFTWARE DESIGN AT QUEEN'S?

Software design is the art and science of software architecture, analysis, development and evolution, for those destined to carry the capabilities of computer systems beyond current limits. Accredited as a Software Engineering program. A game development stream is now available.

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 COMPUTING

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