Software Design SPECIALIST MAP
BACHELOR OF COMPUTING HONOURS (SPECIALIZATION)

MORE WAYS YOU CAN:

1ST AND 2ND YEAR

GET THE COURSES YOU NEED
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.

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.

3RD AND 4TH YEAR

See School of Computing website for upper year courses.

GET THE COURSES YOU NEED
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).

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.