

Game Development

BComp (Hons) *COMP-M-BCH**
 42 core units
 18 option units
 12 supporting units
 48 elective units*

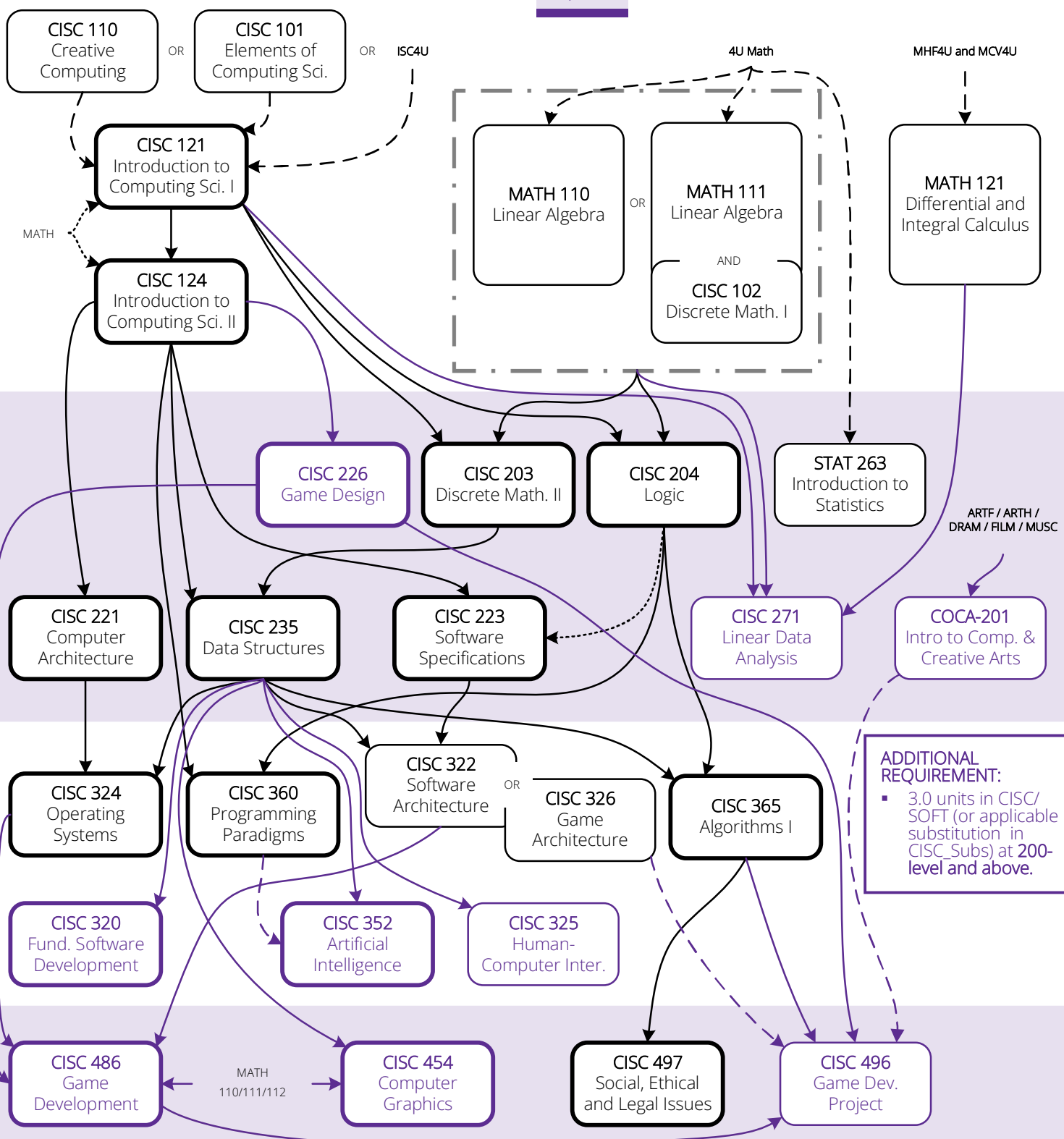
Option 120 units total

YEAR 1

YEAR 2

YEAR 3

YEAR 4



ADDITIONAL REQUIREMENT:

- 3.0 units in CISC/ SOFT (or applicable substitution in CISC Subs) at 200-level and above.

*Game Development may also be taken as a sub-plan of the Computer Science Specialization (CSCI-P-BCH) with additional 30-unit breadth requirement with fewer electives and no Minor (see calendar for details).

