

Queen's School of Computing

Game Development

Option

BComp (Hons) COMP-M-BCH*

42 core units
18 option units
12 supporting units
48 elective units*

120 units total

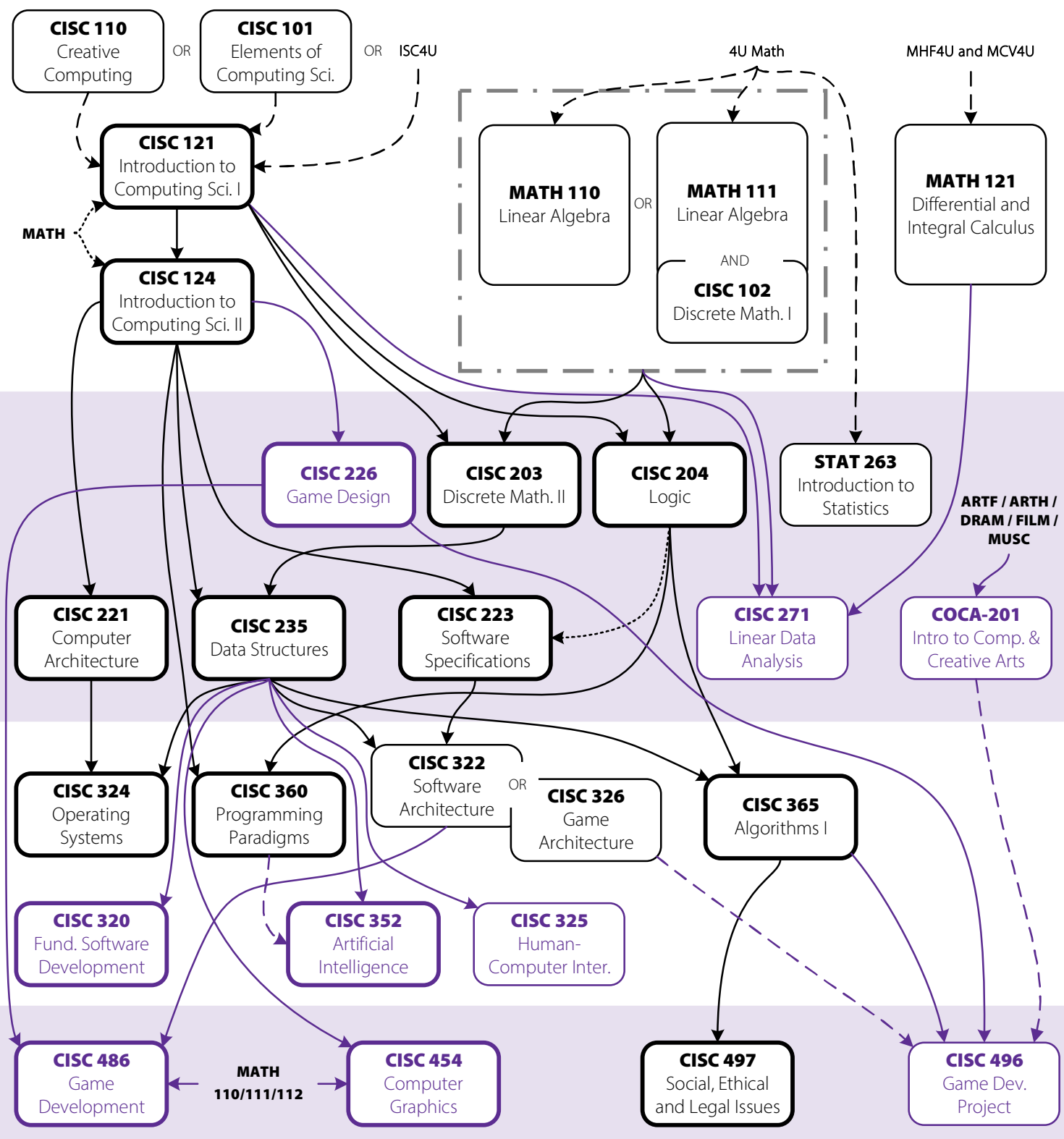


YEAR 1

YEAR 2

YEAR 3

YEAR 4



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

