**Game Development**

**BComp (Hons) COMP-M-BOH**
- 42 core units
- 18 option units
- 9 supporting units
- 51 elective units

**120 units total**

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**Option**

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

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

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