Game Development
BComp (Hons) COMP-M-BOC*
42 core units
18 option units
12 supporting units
48 elective units*
120 units total

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

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