

Bachelor of Technology
Computer Systems
(Games Development)



September 2022 Cohort Matrix

Level 5 (15 weeks)		Credits
COMP 7051	Introduction to Computer Games Development course outline	3.0
COMP 7082	Software Engineering course outline	3.0
COMP 7903	Games Design Fundamentals course outline	3.0
LIBS 7001	Critical Reading and Writing course outline	3.0
MATH 7908	Linear Algebra and Applications for Computing course outline	3.0

Level 6 (15 weeks)		Credits
COMP 7904	Storytelling Techniques in Games course outline	3.0
COMP 8051	Advanced Games Architecture course outline	3.0
COMP 8082	Project Management course outline	3.0
COMP 8903	Physics for Games Development course outline	3.0
LIBS 7002	Applied Ethics course outline	3.0

Level 7 (15 weeks)		Credits
COMP 8037	Major Project Proposal course outline	3.0
COMP 8042	Advanced Algorithms and Data Structures Design and Analysis course outline	3.0
COMP 8551	Advanced Games Programming Techniques 1 course outline	3.0
General Education and Management Electives (6.0 credits): Will be offered in Level 7. Specific course offerings will be determined by the department.		

Level 8 (15 weeks)		Credits
COMP 8047	Major Project course outline	3.0
COMP 8085	Artificial Intelligence course outline	3.0
General Education and Management Electives (6.0 credits): Will be offered in Level 8. Specific course offerings will be determined by the department.		

General Education Component (18.0 credits)
<p>All students will be required to complete the following:</p> <ul style="list-style-type: none"> • Liberal Studies (6.0 credits) - to be completed in Levels 5 and 6 • Management Electives (6.0 credits) - to be completed in Levels 7 and 8 • General Education Electives (6.0 credits) - to be completed in Levels 6 and 8 <p>Note: Specific course offerings for the Computer Systems General Education Requirements [PDF] will be determined by the department.</p>

Total Credits:	60.0
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