Application FAQs

What do I need to know to APPLY?

ACADEMIC REQUIREMENTS
- Undergraduate degree with a concentration in Computing Science.
- Candidates with high academic standing in an undergraduate degree other than computing science, who have some computing science background may be admitted as graduate preparatory students.
- Grade requirements: minimum upper second class standing (B+ average).

ADDITIONAL REQUIREMENTS
- If English is not a native language, prospective students must meet the English language proficiency requirements in writing, speaking, reading, and listening. The School of Graduate Studies requires the following minimum scores: TOEFL (paper-based): 550, (2) TOEFL iBT: Writing (24/30), Speaking (22/30); Reading (22/30); Listening (20/30), or for a total of 88/120 (applicants must have the minimum score in each test as well as the minimum overall score), or (3) IELTS: 7.0 (academic module overall band score), or (4) PTE Academics: 65.

KEY DATES & DEADLINES
- Application due: January 15th for both September and January admissions.
- Notification of acceptance: Between February and June.

What about FUNDING?

MSc students in the research stream receive minimum funding of $19,500 per year. The other streams (course work and project) are funded by the student.

Apply for external funding from OGS, NSERC and other sources. Queen's will automatically issue a $5,000 top-up to Masters winners of federal government tri-council awards.

For more information, see the School of Graduate Studies' information on awards and scholarships.

Why GRADUATE STUDIES in COMPUTING?

The School of Computing is active in research on a broad range of topics, with an strong research record. Research areas include Biomedical Computing, Cloud Computing, Databases, Data Mining, Mobile Networks, Software Engineering, Human Machine Learning, Algorithms, Computational Linguistics, Theoretical Computer Science, Computational Geometry, Graph Theory, Artificial Intelligence, Parallel Systems, and Programming Languages. We are finding methods to make data more secure, software more reliable, and computers more intelligent.

“...the cutting-edge research, world-renowned supervisors, unparalleled social experience, and a devotion to school life [...] result in nothing short of awesome.”

– Eric Rapos, PhD student

Why QUEEN’S?

The Queen’s School of Computing offers a graduate program that is unique in its quality, diversity, innovation and reach. Our faculty and students are engaged in research projects that span the spectrum of traditional computer science, while at the same time exploring areas never visited before. Some of us are discovering properties of certain computers that are radically different from the ones we have today, in the sense that a bit is the spin of an atom, or a register is a strand of DNA. Others are building organic interfaces for humans to communicate with computers. At Queen’s you will find a School reputed for its academic excellence and the wonderful atmosphere it enjoys.

Program STRUCTURE

The Master’s of Computing is offered in 3 methods of completion:
- MSc (4-6 terms): course work and thesis
- MSc (2-3 terms): course work and project
- MSc (2 terms): course work

RESEARCH Areas

- Theory
- Software
- Databases and Cloud Computing
- Biomedical Computing
- Data Mining
- Mobile Computer Networking
- Game Development and Human Computer Interaction

We encourage you to identify an area of research interest and contact a potential supervisor before applying.

Visit the School of Computing website to read faculty profiles and learn more about faculty members’ research areas. When you find a faculty member with similar research interests to yours, contact him/her and tell them about your interest in graduate work and related experience.
INTERMEDIATE STAGE

**ACHIEVE YOUR ACADEMIC GOALS**
- Complete your coursework, begin to research and write your thesis or begin working on your project.

**MAXIMIZE RESEARCH IMPACT**
- Attend or present at a graduate conference such as the Queen's Graduate Computing Society Conference.
- Consider participating in the 3 Minute Thesis (3MT) competition.
- Expand your research audience through social media such as Twitter or a blog.

**BUILD SKILLS AND EXPERIENCE**
- Start keeping an eportfolio of your skills, experiences and competencies.

**ENGAGE WITH YOUR COMMUNITY**
- Practice articulating the skills you have been developing in settings outside the university, such as casual conversation, networking, and interviews. Get help from a Career Services workshop.

**LAUNCH YOUR CAREER**
- Do some targeted networking with people working in careers of interest through Queen'sConnects, LinkedIn, the Queen's Alumni Association, professional associations, and at conferences. Get help from a Career Services workshop.

**WRAPPING UP**
- Complete and defend your thesis or present your project.

**WHAT WILL I LEARN?**
- A graduate degree in Computing can equip you with valuable and versatile skills, such as:
  1. Knowledge and technical skills
  2. Effective communication skills in multiple forms for diverse audiences
  3. Information management: prioritize, organize and synthesize large amounts of information
  4. Time management: Meet deadlines and manage responsibilities despite competing demands
  5. Project management: develop ideas, gather information, analyze, critique, appraise findings, draw and act on conclusions
  6. Creativity and innovation
  7. Perseverance
  8. Independence and experience as a collaborative worker
  9. Awareness, an understanding of sound ethical practices, social responsibility, responsible research and cultural sensitivity
  10. Professionalism in all aspects of work, research, and interactions
  11. Leadership, initiative and vision leading people and discussion

**WHERE CAN I GO?**
A Master's degree in Computing can take your career in many directions. Many of our MSc students choose to continue their academic inquiry with a PhD. Our Master's students are equipped with a strong foundation for careers in:
- Systems Software Developer
- Telecommunications/Networks Engineer
- Biomedical Engineer/Biostatistics specialist
- Special Effects/Graphics Specialist
- Computer Systems/Objective Manager
- Operations Research Specialist
- Systems Analyst/Operating Systems Programmer
- Management positions in public, private and non-profit organizations

Taking time to explore career options, build experience, and network can help you have a smooth transition to the world of work after graduation.