COMPUTER SCIENCE
Specialization, Bachelor of Computing (Honours)

Sample Year by Year

1ST YEAR
- CISC 121/3.0
- CISC 124/3.0
- CISC 102/3.0 and MATH 112/3.0 or CISC 102/3.0 and MATH 111/6.0 or MATH 112/6.0 or MATH 121/6.0
- 12.0 units of electives

2ND YEAR
- STAT 263/3.0 or 3.0 units from STAT_Options
- CISC 203/3.0
- CISC 204/3.0
- CISC 220/3.0
- CISC 221/3.0
- CISC 233/3.0
- CISC 235/3.0
- CBC 260/3.0
- 6.0 units from CSCI options

3RD YEAR
- CISC 322/3.0 or CISC 326/3.0
- CISC 324/3.0
- CISC 340/3.0
- CISC 345/3.0
- 18.0 units from CSCI options

4TH YEAR
- CISC 497/3.0
- CISC 499/3.0 or CISC 500/6.0
- 21.0 units from CSCI options
- 3.0 units of electives

Note that degree requirements are revised regularly. The most current requirements, including course lists and options, are found in the Academic Calendar at: QUartsic.com/academic-calendar

2.3 cGPA

PENDING LIST
- min B- in CISC 12#

2.6 cGPA

AUTOMATIC ACCEPTANCE
- min B in CISC 12#

2018-19 thresholds

*Thresholds are made on a competitive basis and are updated annually. For the latest information please visit: QUartsic.com

**Veteran

2.6 cGPA

AUTOMATIC ACCEPTANCE
- min B- in CISC 12#

2.3 cGPA

PENDING LIST
- min B- in CISC 12#

TOP 5 REASONS to study Computing

1. Computing is one of the top degrees for career opportunities in North America.
2. Learn from outstanding professors who are internationally recognized experts and committed educators.
3. Gain the skills and theoretical knowledge you'll need to excel as a computer scientist.
4. Take courses which reflect the sweeping uses of computing in all aspects of modern life.
5. Test the waters and explore your passions outside of computing while still immersed in our diverse multidisciplinary offerings.

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9% of alumni work in PHARMACEUTICALS

15% of alumni work in INSURANCE

18% of alumni work in BANKING & INVESTMENT

21% of alumni work in EDUCATION

Susan Bartlett is a Queen's University alumna with a BSc from the School of Computing. Through skills honed at Queen's, Susan leads teams of designers, researchers, and business strategists to deliver innovative solutions at Bridgeable. She is passionate about understanding the complex interactions people have with the world around them.

ALUMNI JOBS

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5.0 thresholds

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**Veteran
**What will I learn?**
A degree in Computing can equip you with valuable and versatile skills, such as:

- Ability to design, develop and maintain software systems
- Oral and written communication to summarize complex ideas and present data in visual formats
- Ability to model and solve a diverse range of problems
- Critical thinking and systematic problem-solving approaches
- Proficiency in mathematics and logical computational thinking
- Resource and time management
- Project management

**Where can I go?**
A degree in Computing can take your career in many directions. Many students choose to continue their academic inquiry with a Master’s. Our students are equipped with a strong foundation for careers in:

- 3D animator
- Biomedical computing
- Biotechnician
- Computer programmer
- Cryptographer
- Database administrator
- Game development/design
- Graphic artist
- Information architect
- Robotics
- Software architect
- Software developer
- Software tester
- Sound designer
- Systems analyst
- Web developer

**GET THE COURSES YOU NEED**
In first year you will have the chance to explore the foundations of Computer Science along with some electives. See the back page for specific courses to consider.

**GET RELEVANT EXPERIENCE**
Join teams or clubs on campus such as the Mostly Autonomous Sailboat Team (MAST).
Participate in Open Source Development projects. Join the Queen’s ACM Programming Team. See the AMS Clubs Directory or the Queen’s Get Involved page for more ideas.

**GET CONNECTED WITH THE COMMUNITY**
Volunteer on or off campus with different community organizations such as Women in the School of Computing Group. Offer your services to a non-profit organization. Organize after school programming or robotics clubs in the local elementary or secondary schools.

**GET THINKING GLOBALLY**
Prepare for work or studies in a multi-cultural environment by taking QUIC’s Intercultural Competency Certificate, and research possible immigration regulations.
Speak to a QUIC advisor to get involved in their programs, events, and training opportunities.

**GET READY FOR LIFE, AFTER GRADUATION**
Grappling with program decisions? Go to Majors Night or get some help wondering about career options from Career Services.
Build your transferable skills in time management, organization, writing and more with Student Academic Success Services.

**COURSES**
BACHELOR OF COMPUTING (HONOURS)

- **Bachelor of Computing (Honours)**
  - Robotics clubs in the local elementary or secondary organization. Organize after school programming or organizations such as Volunteer on or off campus with different community more ideas.
  - Clubs Directory
  - Join teams or clubs on campus such as the Mostly Autonomous Sailboat Team (MAST).
  - Participate in Open Source Development projects. Join the Queen’s ACM Programming Team. See the AMS Clubs Directory or the Queen’s Get Involved page for more ideas.
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