



Full-Time Bachelor of Technology Computer Systems Technology (Games Development Option) – Program Map

Admission Requirements:

- BCIT Computer Information Technology (CIT) Diploma or
- BCIT Computer Systems Technology (CST) Diploma or
- Equivalent of CST Diploma and minimum of 3 months relevant work experience and English 12 (67%) or 3 credits of post-secondary English, Humanities or Social Sciences (67%) from a recognized institution

Level 5 (15 weeks)	COMP 7051 Introduction to Computer Games Development 3.0 credits	COMP 7903 Games Design Fundamentals 3.0 credits	COMP 7082 Software Engineering 3.0 credits	LIBS 7001 Critical Reading and Writing 3.0 credits	MATH 7908 Linear Algebra and Applications for Computing 3.0 credits	15 credits
Level 6 (15 weeks)	COMP 8051 Advanced Games Architecture 3.0 credits	COMP 8903 Physics for Games Development 3.0 credits	COMP 8082 Project Management 3.0 credits	COMP 7904 Story Design for Games 3.0 credits	LIBS 7002 Applied Ethics 3.0 credits	15 credits
Level 7 (15 weeks)	COMP 8037 Major Project Proposal 3.0 credits	COMP 8551 Advanced Games Programming Techniques 1 3.0 credits	COMP 8042 Advanced Algorithms and Data Structures Design 3.0 credits	General Education Elective 3.0 credits	Management Elective 3.0 credits	15 credits
Level 8 (15 weeks)	COMP 8085 Artificial Intelligence 3.0 credits	COMP 8047 Major Project 6.0 credits	General Education Elective 3.0 credits	Management Elective 3.0 credits		15 credits

TOTAL CREDITS: 60

* This option is only offered in Full-Time format.

** Specific course offerings for Management Electives and General Education Elective will be determined by the department.

All courses are 15 weeks in duration, unless otherwise noted.

Updated: May 2020