Full-Time BScACS
Games Development Option – Program Map

Admission Requirements:
- BCIT Computer Systems Technology (CST) Diploma or
- A minimum of 60 credits of post-secondary level education in Computing from a recognized institution and entry requirements

Term 5 (15 weeks) — 16 credits

COMP 7035	COMP 7082	MATH 7808	COMP 7051	COMP 7903
Operating Systems	Software Engineering	Calculus for Computing	Introduction to Computer Games Development	Game Design Fundamentals
3 credits	3 credits	4 credits	3 credits	3 credits

Term 6** (15 weeks) — 16 credits

COMP 8042	COMP 8082	MATH 7908	COMP 7905	COMP 8051
Advanced Algorithms & Data Structures Design and Analysis	Project Management	Linear Algebra and Applications for Computing	Art in Games Development	Advanced Games Architecture
3 credits	3 credits	4 credits	3 credits	3 credits

Term 7 (15 weeks) — 18 credits

COMP 7003	COMP 8085	COMP 8800	COMP 8552	LIBS 7001	LIBS 7002*
Introduction to Information & Network Security	Artificial Intelligence 3.0	Major Project 1	Advanced Games Programming Techniques	Critical Reading and Writing	Applied Ethics
3 credits	3 credits	3 credits	3 credits	3 credits	3 credits

Term 8 (15 weeks) — 15 credits

COMP 7012	COMP 8900	General Education Elective	General Education Elective	General Education Elective
Interaction Design	Major Project 2			
3 credits	3 credits	3 credits	3 credits	3 credits

Students who have completed the CST Diploma do not have to take LIBS 7002 Applied Ethics as they have taken LIBS 7102 Ethics for Computing Professionals in the CST Diploma program, which is an equivalent course.

TOTAL CREDITS: 65

**Students admitted to the competitive co-op program will complete COMP 7990 Cooperative Education Workterm 1 and COMP 8990 Cooperative Education Workterm 2 after Term 6 and before Term 7 (e.g. for Fall intake: Workterm 1: September through December, Workterm 2: January through April).*

Updated February 2023.