

# Degree Planning and Checklist WORKSHEET

YEAR 1		Minor*	
1a. Principal	6a. minor	11a. minor	16a. minor
1b. Principal	6b.	11b. minor	16b. minor
2a. Principal	7a.	12a. minor	17a. minor
2b. Principal	7b.	12b.	17b. minor
3a. Principal	8a.	13a.	18a.
3b. Principal	8b.	13b.	18b.
4a.	9a.	14a.	19a.
4b.	9b.	14b.	19b.
5a. Cat A or B	10a.	15a.	20a.
5b. Cat A or B	10b.	15b.	20b.
<p><b>*A Minor must be combined with another Minor or a Major in order to meet graduation requirements of a 3 year (15 credits) or 4 year degree (20 credits)</b></p> <p><b>Module and Graduation Planning</b></p>			
First Year	5.0 courses numbered 1000-1999, including 1.0 from Category A or B		
	No principal courses less than 60%		
Module Courses	4.0 courses specified by Department.		
	60% cumulative average in minor module.		
Essay	2.0 E, F, G courses including 1.0 from 2000 level or above (essay courses must be done at Western)		
Breadth	1.0 Category A (Social Science, Interdisciplinary and Multidisciplinary, Various)		
	1.0 Category B (Arts & Humanities and Languages)		
	1.0 Category C (Science)		
Courses	No more than 7.0 Year 1 courses, 13.0 minimum senior level		
BSc degree	4 year: 11.0 Science/BMSc courses (14.0 maximum in one subject area)* 3 year: 8.0 Science/BMSc courses (9.0 maximum in one subject area)*		
Averages	60% cumulative average in any additional Module taken		
	60% cumulative average on 20.0 courses successfully completed		

**\*Subject Areas:** Actuarial Science; Astronomy; Biology; Chemistry; Computer Science; Earth Sciences; Environmental Sciences; Physics; Statistical Sciences - are all separate subject areas. Courses in Applied Mathematics, Calculus and Mathematics belong to the same subject area – the subject area of mathematics.

## Minor in Game Development

### 4.0 Module Courses

#### **Admission Requirements:**

- Math 1600A/B or permission of the department.
- Registration in the Honors Specialization, the Major, or the Specialization in Computer Science

#### ***Please Note This Important Point:***

**These modular courses must not already have been included in the Honors Specialization, the Major, or the Specialization in Computer Science.**

#### **Year 2:**

- **0.5 course** from: Computer Science courses at the 3000 level or above; courses at the 2100 level or above in Applied Math, Calculus, Differential Equations, Math, Music, Physics, Stats; courses numbered 2200 or higher in Visual Arts, Writing. Students in the Major or the Specialization in Computer Science must take Computer Science 3340A/B to satisfy this requirement, unless that course has been counted already toward the Major or Specialization.

#### **Year 3:**

- **0.5 course** from: Computer Science 3357A/B, 3374A/B, 3377A/B, 4402A/B, 4442A/B, 4457A/B/Y, 4487A/B, 4488A/B.
- **1.0 course:** Computer Science 3346A/B, 3388A/B

#### **Year 4:**

- **2.0 courses:** Computer Science 4474A/B, 4480Y, 4482A/B, 4483A/B

*Points to Consider:*

- See back page for important information.

#### **Notes:**

- You may have taken a former course that isn't listed, because it isn't offered anymore, but still meets the requirements of the degree – refer to the online academic calendar for the complete list of substitutions.
- Students should plan this module taking into account prerequisites of senior courses.
- The order of courses listed here is a recommendation only. It is possible to complete this module in a different order than what is listed here

#### **Common Course Policy:**

To be considered if you are completing two modules with common courses. You are allowed to double count 1.0 credits toward both modules. Any remaining common courses are distributed between the two modules as evenly as possible and substituted with alternate courses. Please note, when choice exists in a module, courses are not considered common unless and until all choice is exhausted. For more information, see the Academic Counselling website or speak with an Academic Counsellor.