Faculty of Science

NEW CALENDAR COPY
Faculty of Science: http://www.westerncalendar.uwo.ca/2013/pg653.html
Certificates and Diplomas: http://www.westerncalendar.uwo.ca/2013/pg279.html

DIPLOMA IN GAME DEVELOPMENT

The Diploma in Game Development is designed to provide students with Computer Science or Software Engineering backgrounds the opportunity to acquire the specific skills and experience necessary to begin a career in the computer gaming industry.

Students will be required to have completed a Bachelor's Degree (or equivalent) in Computer Science or in Software Engineering from an accredited university.

Admission will be limited, competitive, and determined on a case-by-case basis. Students in the program will be required to maintain a minimum average of 70% in all courses in the Diploma in Game Development program, with no single mark below 60%. All students will be admitted to the Diploma in Game Development according to the policies and guidelines for admission to the University. Non-Western students must first apply through the Welcome to Western website: http://welcome.uwo.ca/preview/admissions/parttime.html. In addition, prospective students must complete the application form for the Diploma in Game Development provided by Western Continuing Studies. Students who are currently enrolled at Western are required to complete only the Western Continuing Studies application form. Visit our website at www.uwo.ca/cstudies for full program information.

Application deadline: March 1 to be considered for admission for the Fall Term.

Admission Requirements

A Bachelor's Degree in Computer Science or Software Engineering from a recognized, accredited university is required.

Transfer of credit for non-Western courses will be determined by the Department of Computer Science and will not be granted for more than 50% (or 2.5) courses. Similarly, a maximum of 2.5 courses already taken as part of an undergraduate degree (Computer Science or Engineering) at Western may count towards the fulfillment of the Diploma program requirements.

Students must have all prerequisites for the courses and may be required to take additional courses at the discretion of the Department of Computer Science.
Note: Not all courses may be offered in every calendar year.

Program Requirements

5.0 courses:
3.0 courses: CS3346A/B, 3388A/B, 4474A/B, 4480Y, 4482A/B and 4483A/B
1.5 courses from: CS3101A/B, 3357A/B, 3374A/B, 3377A/B, 4402A/B, 4442A/B, 4457A/B, 4487A/B, 4488A/B
0.5 course from: 2100 level or higher in Applied Mathematics, Calculus, Differential Equations, Mathematics, Music, Physics, Statistical Sciences; or 2200 level or higher in Visual Arts or in Writing.

REVISED CALENDAR COPY
http://www.westerncalendar.uwo.ca/2013/pg671.html

MAJOR IN ~~EARTH AND PLANETARY SCIENCES~~ *GEOLOGY*

Admission Requirements
Completion of 5.0 first-year courses.

Module
6.0 courses:
3.0 courses: Earth Sciences 2200A/B, 2201A/B, 2206A/B, 2250Y, 2260A/B, 2265A/B
0.5 course from: Earth Sciences 3313A/B, 3314A/B, 3315A/B
1.0 course from: Earth Sciences 2123A/B, 2130Y, 2220A/B, 2230A/B, 2240F/G or 2241A/B
1.5 additional courses: Earth sciences at the 2000 level or above

Note: If Earth Sciences 1023A/B has been taken, Earth Sciences 2123A/B cannot be taken.

Students registered in an Honors Double Major degree must complete a minimum of 1.0 course at the 3000 level for each module.

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http://www.westerncalendar.uwo.ca/2013/pg678.html

MINOR IN ~~EARTH AND PLANETARY SCIENCES~~ *GEOLOGY*

Admission Requirements
Completion of 5.0 first-year courses.

Module
4.0 courses:
0.5 course: Earth Sciences 2200A/B
2.0 courses from: Earth Sciences 2123A/B, 2130Y, 2201A/B, 2206A/B, 2220A/B, 2230A/B, 2231A/B, 2240F/G, 2241A/B, 2260A/B, 2261A/B, 2265A/B
0.5 course from: Earth Sciences 3313A/B, 3314A/B, 3315A/B
1.0 additional course: Earth Sciences at the 2000 level or above

Note: If Earth Sciences 1023A/B has been taken, Earth Sciences 2123A/B cannot be taken.