

REQUIRED JUNIOR LEVEL COURSES^{1,3}

3 - 6 CREDITS

- CMPT 101: Introduction to Computing I
- CMPT 103: Introduction to Computing II²
- Students who have previously completed CMPT 114 and CMPT 115 may use those courses to fulfill this requirement.⁴*

To meet the requirements of this minor, students must complete a minimum of 6 credits at the 300- or 400-level, excluding CMPT 310 and CMPT 311.

REQUIRED SENIOR LEVEL COURSES

6 CREDITS

- 3 CREDITS** CMPT 200: Data Structures and their Algorithms⁴
- 3 CREDITS** CMPT 201: Practical Programming Methodology
- CMPT 204: Algorithms I
- CMPT 291: Introduction to Relational Databases

GENERAL REQUIREMENTS^{5,6}

12 CREDITS

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|---|---|
| <input type="checkbox"/> CMPT 201: Practical Programming Methodology | <input type="checkbox"/> CMPT 350: Human-Computer Interaction - Interactive Systems |
| <input type="checkbox"/> CMPT 204: Algorithms I | <input type="checkbox"/> CMPT 351: Human-Computer Interaction: Usability |
| <input type="checkbox"/> CMPT 220: Unix, Scripting and Other Tools | <input type="checkbox"/> CMPT 355: Introduction to Artificial Intelligence |
| <input type="checkbox"/> CMPT 229: Computer Organization and Architecture | <input type="checkbox"/> CMPT 360: Introduction to Operating Systems |
| <input type="checkbox"/> CMPT 230: Introduction to Computer Games | <input type="checkbox"/> CMPT 361: Introduction to Networks |
| <input type="checkbox"/> CMPT 250: Introduction to Human Computer Interaction | <input type="checkbox"/> CMPT 370: Introduction to Computer Graphics |
| <input type="checkbox"/> CMPT 272: Formal Systems and Logic | <input type="checkbox"/> CMPT 385: Introduction to Database Concepts Using access |
| <input type="checkbox"/> CMPT 280: Introduction to Computer Security | <input type="checkbox"/> CMPT 395: Introduction to Software Engineering |
| <input type="checkbox"/> CMPT 291: Introduction to Relational Databases | <input type="checkbox"/> CMPT 399: Special Topics ⁷ |
| <input type="checkbox"/> CMPT 305: Object-Oriented Programming | <input type="checkbox"/> CMPT 430: 3D Game Development & Artificial Intelligence |
| <input type="checkbox"/> CMPT 306: Non-Procedural Programming Languages | <input type="checkbox"/> CMPT 464: Wireless Networks and Embedded Systems |
| <input type="checkbox"/> CMPT 315: Web-Centric Computing and eCommerce | <input type="checkbox"/> CMPT 491: Datamining and Advanced Database Topics |
| <input type="checkbox"/> CMPT 330: Introduction to Real Time Gaming | <input type="checkbox"/> CMPT 496: Individual Project ⁷ |
| <input type="checkbox"/> CMPT 340: Introduction to Numerical Methods | <input type="checkbox"/> CMPT 498: Team Project ⁷ |
| | <input type="checkbox"/> CMPT 499: Topics in Computer Science ⁷ |

IMPORTANT PLANNING NOTES

1. These courses can be used to satisfy core requirements in the Bachelor of Science or Bachelor of Arts degree.
2. The prerequisites for **CMPT 103** are **CMPT 101** or, at the high school level, three credits of intermediate CSE including CSE 2120. If students possess high school level prerequisites, they are required to complete 3 credits of junior level prerequisites for this major (**CMPT 103**). If students do not possess high school level prerequisites, they must complete 6 credits of junior level prerequisites (**CMPT 101** and **CMPT 103**).
3. Students are required to consult with the MacEwan University Academic Calendar to ensure they meet the prerequisite for all Computer Science courses they enrol in.
4. Students who completed **CMPT 114** and **CMPT 115** as their prerequisite junior courses cannot take **CMPT 200** and must complete 15 credits of general requirements, instead of 12 credits.
5. Arts students who choose a Computer Science minor must comply with Bachelor of Science minor residency requirements. Science minors must complete a minimum of nine senior level MacEwan University credits, including a minimum of three credits at the 300- or 400-level.
6. Students may see **CMPT 310: Computers & Society** and **CMPT 311: Phenomenon Technology** listed in *myStudentSystem*. These courses cannot be taken toward a Computer Science minor. Students minoring in Computer Science may take these course toward their Options. **CMPT 310** and **CMPT 311** do count toward a student's 6CR senior-level maximum in their major or minor discipline.
7. Students may take **CMPT 399** and **CMPT 499** for credit a maximum of two times, as long as the course topic is different each time they take any of the courses. Students may take **CMPT 496** and **CMPT 498** for credit a maximum of two times.