## General Requirements

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

---

### 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 courses 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.