The Department of Computer Science offers programs of study related to computing, information technology and software design and application. Our programs involve interdepartmental, multi-institutional and inter-institutional collaboration and have attracted faculty members, undergraduate and graduate students from all over the world. Students may pursue full-time or part-time study leading to a Certificate in Computer Science or to BSc, MSc, or PhD degrees.

The Department operates a program in cooperative University education in the four-year degree programs. Following the first two semesters of University courses, students spend alternate four-month periods taking courses and working in fully salaried computer science related jobs with participating employers. Such a program may improve the student’s motivation and performance, and the practical experience gained may aid the student in choosing future areas of interest.
THE DEPARTMENT OF COMPUTER SCIENCE OFFERS THE FOLLOWING ACADEMIC PROGRAMS:
Diploma in Computer Science
BSc Computer Science
BSc Hons Computer Science
BSc Combined Computer Science/Mathematics
BSc Hons Combined Computer Science/Mathematics
BSc Software Systems Development
Post-diploma BSc in Computer Science (Joint program with SIAST)
BSc in Computer Science, Concentration in Business
BSc in Computer Science, Concentration in Creative Technologies

CAREER POSSIBILITIES
Analyst
Artificial Intelligence Researcher
Computer Games Designer
Computer Graphics Developer
Database Administrator
Information Technologist
IT Consultant
Management Trainee
Multimedia Designer
Network Manager
Programmer Analyst
Quality Control Specialist
Research Assistant
Software Developer
Software Project Manager
Software Security Analyst
Systems Administrator
Systems Analyst
Website Designer

COURSE HIGHLIGHT

CS 412 - Algorithm Analysis

CS 428 - Human Computer Communications
This course stresses the importance of good interfaces and the relationship of user interface design to human-computer interaction. Other topics include: interface quality and methods of evaluation; interface design examples; dimensions of interface variability; dialogue genre; dialogue tools and techniques; user-centered design and task analysis; prototyping and the iterative design cycle; user interface implementation; prototyping tools and environments; I/O devices; basic computer graphics; color and sound.

RECOMMENDED FIRST YEAR COURSES
Computer Science 110
Computer Science 115
English 100
English 110
Mathematics 102
Mathematics 110
Mathematics 111
Statistics 160
BUS 100 or CTCH 110 if focusing on a concentration

HIGH SCHOOL ADMISSION REQUIREMENTS
FOR THE FACULTY OF SCIENCE

5 Grade 12 courses including:
• English A30
• English B30
• Pre-Calculus 30
and at least two of:
• Biology 30
• Calculus 30
• Chemistry 30
• Computer Science 30
• Physics 30

A High School Average of 70% across these five courses is required.

Note: Students who are missing a course, or who have an average between 65% and 69.9% are eligible for the Faculty of Science Qualifying Program.