

# 2025-2026 BMath (Computer Science) + Game Design Specialization

1. Please watch the "[How to Pick Your CS Checklist and Fill it in](#)" video.
2. Under **Required Courses** and **Electives**, check off the forty unique courses (20.0 units) that you have earned university credit for. **Additional Elective Units** can be *any* course for which you received university credit.
3. Verify that the **Required Courses** and **Electives** also satisfy the **Additional Constraints**.

## Required Courses

### ☐ 7.75 CS Units

- ☐ CS 1[134]5
- ☐ CS 1[34]6
- ☐ CS 136L (0.25 unit)
- ☐ CS 240
- ☐ CS 241
- ☐ CS 245
- ☐ CS 246
- ☐ CS 251
- ☐ CS 341
- ☐ CS 350
- ☐ CS 340-398; 440-489 \_\_\_\_\_
- ☐ CS 340-398; 440-489 \_\_\_\_\_
- ☐ CS 340-398; 440-489 \_\_\_\_\_
- ☐ CS 4XX from List A \_\_\_\_\_
- ☐ CS 4XX from List A \_\_\_\_\_
- ☐ One of CS 440-498, CS 499T, CS 6XX, CS 7XX, CO 487, or STAT 440 \_\_\_\_\_

### ☐ 4.5 Math Units

- ☐ MATH 1[34]5
- ☐ MATH 1[34]6
- ☐ MATH 1[234]7
- ☐ MATH 1[234]8
- ☐ MATH 2[34]5
- ☐ MATH 2[34]7
- ☐ MATH 2[34]9
- ☐ STAT 2[34]0
- ☐ STAT 2[34]1

## Electives

### ☐ 5.0 Non-Math Elective Units, including [Breadth and Depth](#)

- ☐ Comm. list I<sup>1</sup>: \_\_\_\_\_
- ☐ Comm. list I or II<sup>2</sup>: \_\_\_\_\_
- ☐ Humanities: DAC 204
- ☐ Humanities: DAC 305
- ☐ Social Science: \_\_\_\_\_
- ☐ Social Science: \_\_\_\_\_
- ☐ Pure Science: \_\_\_\_\_
- ☐ Pure/Applied Science: \_\_\_\_\_
- ☐ COMMST 235 or ENGL 294
- ☐ \_\_\_\_\_

### ☐ 1.5 Additional [Math](#)<sup>3</sup> Elective Units

- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

### ☐ 1.25 Additional [Math or Non-Math](#) Elective Units

- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

## Additional Constraints

### ☐ List A – Choose two courses below:

- ☐ CS 449
- ☐ CS 454
- ☐ CS 488

### ☐ List B - Choose one course below:

- ☐ COMMST 149
- ☐ DAC 209
- ☐ DAC 302
- ☐ DAC 309
- ☐ ENGL 392A
- ☐ ENGL 392B
- ☐ ENGL 408C
- ☐ FINE 247
- ☐ THPERF 149

### ☐ List C – Choose one course below:

- ☐ COMMST 210
- ☐ COMMST 339
- ☐ COMMST 430
- ☐ COMMST 435
- ☐ ENGL 293
- ☐ GSJ 205
- ☐ SOC 324

### ☐ [Depth](#) - 1.5 units in the same subject where either:

- (a) at least 0.5 unit is 3xx or higher, **or**
- (b) all three form a prerequisite chain.

Courses for breadth can also be used for depth.

**Write the non-math elective units from above that you will use for depth.**

- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

### ☐ Seven (regular) or eight (co-op) terms enrolled in at least three courses totaling 1.5 units

- ☐ No more than 2.0 units of failed courses
- ☐ No more than 5.0 units of unusable course attempts (failures and repeats of passed courses)
- ☐ CS major average of 60% or higher
- ☐ Cumulative average of 60% or higher
- ☐ Co-op requirements met, if applicable, including PD 1, PD 11, PD 10, and a minimum of two other PD courses

<sup>1</sup>Communication List I: At least 60% in one of COMMST 100, COMMST 223, EMLS 101R, EMLS 102R, EMLS/ENGL 129R, ENGL 109.

<sup>2</sup>Communication List II: One of COMMST 225, COMMST 227, COMMST 228, *EMLS 103R*, *EMLS 104R*, *EMLS 110R*, ENGL 101B, ENGL 108B, ENGL 108D, ENGL 119, ENGL 208B, ENGL 209, ENGL 210E, ENGL 210F, ENGL 378/MTHEL 300

<sup>3</sup>Only one of CS 453 or CS 459 can be used towards the list B requirement.

Disclaimer: This checklist is a handy tool, but it is not a substitute for the official degree regulations. You may complete the checklist and ask a CS advisor to review it, but the student is ultimately responsible for ensuring that they have met their degree requirements. If there is a question of interpretation or a discrepancy, the [University Calendar](#) always takes precedence.