

2026-Present: BMath (CS) + Game Design Specialization

1. Please watch the [“How to Pick Your CS Checklist and Fill it in”](#) video.
2. Complete the below form with the 40+ unique university courses (20.0 units) that you have earned.
3. Verify that the **Required Courses** and **Electives** also satisfy the **Additional Constraints**.

20.0 Units Required for Degree

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 360 or CS 365
☐ CS 370 or CS 371
☐ CS 340-398; 440-489 _____
☐ CS 440-489 _____
☐ CS 440-489 _____
☐ CS 440-498, CS 499T, CS 6XX,
CS 7XX, CO 487, 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

1.5 Additional Math³ Units

- ☐ _____
☐ _____
☐ _____

1.25 Elective Units

- ☐ _____
☐ _____
☐ _____

5.0 Non-Math Units, with the following restrictions:

Two courses (1.0 units) required for the
[Undergraduate Communication Requirement](#):

- ☐ Comm. List 1¹: _____
☐ Comm. List 1¹ or 2²: _____

Eight courses (4.0 units) with a minimum of two
courses (1.0 units) taken at the 200-level or higher
following the criteria below:

a) Two courses (1.0 units) from the [Faculty of
Arts](#) or BET, BUS, COMM, STV:

- ☐ _____
☐ _____

b) Two courses (1.0 units) from the [Faculty of
Environment, Health, or Science](#):

- ☐ _____
☐ _____

c) Four courses (2.0 units), each satisfying
either a) or b):

- ☐ _____ ☐ _____
☐ _____ ☐ _____

Additional Constraints

☐ Complete List A, B and C:

List A Choose two from below:	List B Choose one from below:	List C Choose one from below:
☐ CS 449 ☐ CS 454 ☐ CS 488	☐ COMMST 149 ☐ DAC 209 ☐ DAC 302 ☐ DAC 309 ☐ ENGL 392A ☐ ENGL 392B ☐ ENGL 408C ☐ FINE 247 ☐ THPERF 149	☐ COMMST 210 ☐ COMMST 339 ☐ COMMST 430 ☐ COMMST435 ☐ ENGL 293 ☐ GSJ 205 ☐ SOC 324

☐ 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

☐ 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

¹Communication List 1: At least 60% in one of COMMST 100, COMMST 223, EMLS 101, EMLS 102, EMLS/ENGL, 129, ENGL 109, ENGL 119 (starting in the 2026/2027 calendar, ENGL 119 course will be a Communication List 1 course instead of a List 2 course, even though the calendar may not reflect this until 2027/2028).

²Communication List 2: One of COMMST 225, COMMST 227, COMMST 228, EMLS 103, EMLS 104, EMLS 110, ENGL 101B, ENGL 108B, ENGL 108D, ENGL 119, ENGL 208B, ENGL 209, ENGL 210E, ENGL 210F, ENGL 378.

³Math courses are ACTSC, AMATH, CO, PMATH, STAT, and excludes the following:

- Courses with requisites normally excluding Honours Computer Science students
- Courses cross-listed with a CS course
- Courses explicitly listed in Computer Science major academic plans as alternatives to CS courses
- Readings and topics courses
- ACTSC 221, CO 353, CO 380, CO 480

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.