

# UVIC PROGRAM PLANNING WORKSHEET –May 2026 entry



## BSc in Computer Science Major with Graphics & Gaming Option

| Year 1                    |       |       |
|---------------------------|-------|-------|
| Course Requirements       | Units | Taken |
| CSC 110                   | 1.5   |       |
| CSC 115                   | 1.5   |       |
| MATH 100 or 109           | 1.5   |       |
| MATH 101                  | 1.5   |       |
| MATH 122                  | 1.5   |       |
| ATWP 135, ENSH 101 or 102 | 1.5   |       |
| Electives                 | 6.0   |       |
|                           |       |       |
|                           |       |       |
|                           |       |       |
| Year 2                    |       |       |
| Course Requirements       | Units | Taken |
| CSC 225                   | 1.5   |       |
| CSC 226                   | 1.5   |       |
| CSC 230                   | 1.5   |       |
| SENG 265                  | 1.5   |       |
| ENGR 240                  | 1.5   |       |
| MATH 202 or 204           | 1.5   |       |
| MATH 211                  | 1.5   |       |
| STAT 260                  | 1.5   |       |
| Electives                 | 3.0   |       |
|                           |       |       |

| Year 3                             |       |       |
|------------------------------------|-------|-------|
| Course Requirements                | Units | Taken |
| CSC 305                            | 1.5   |       |
| CSC 320                            | 1.5   |       |
| CSC 349A                           | 1.5   |       |
| CSC 360                            | 1.5   |       |
| CSC 370                            | 1.5   |       |
| CSC 300-level                      | 3.0   |       |
| CSC or SENG 300-level              | 1.5   |       |
| Electives                          | 3.0   |       |
|                                    |       |       |
| Year 4                             |       |       |
| Course Requirements                | Units | Taken |
| Two of CSC 471, 472, 473, 486A - D | 3.0   |       |
| CSC or SENG 400-level              | 1.5   |       |
| Electives (300- or 400-level)      | 6.0   |       |
|                                    |       |       |
|                                    |       |       |
|                                    |       |       |
| Electives                          | 4.5   |       |
|                                    |       |       |
|                                    |       |       |

### Minimum Grade Requirement

Students must achieve at least a C grade (60%) in all required Computer Science, Software Engineering, Math, Statistics and English courses. If a C grade is not earned, the course will not count towards degree completion and must be re-taken.

### Program Declaration

All Computer Science students must declare their degree program before taking CSC226 or Year 3 courses. Once declared, they will have access to an online degree planning report, which tracks their progress towards degree completion.

## PROGRAM NOTES

### Registration

Information on how to build your timetable and register for courses can be found on the Registrar's [website](#).

### MATH 100/109

The learning outcomes for both courses are the same, but we recommend that students with no prior exposure to Calculus take MATH 109.

### ATWP 135/ENSH 101/ENSH 102

Any of these three courses will fulfill the University's Academic Writing Requirement (AWR). Students in the Computer Science program **must** successfully complete one of these courses, regardless of whether or not they already meet the AWR.

### Electives

Electives can be chosen from any unit on campus and may be at any level (unless otherwise indicated). Use these courses to explore different areas of study, or to include a minor in your degree program.

Information on the different minor programs offered can be found in the [Academic Calendar](#) and [here](#).

A list of course that do not have prerequisites can be found [here](#).

[ED-D 101: Learning Strategies for University Success](#) is designed to ensure that every university student has the tools they need to achieve academic success. Students are encouraged to take this course as an elective during their first year.

### Prerequisites and Co-Requisites

Course prerequisites or co-requisites are listed in the course descriptions in the [Academic Calendar](#) and must be satisfied before registering in any given course.

A *prerequisite* must be completed before you can take a course.

A *co-requisite* must be completed either before or at the same time as a particular course.

If you register for a course for which you do not have the required pre- or co-requisites, you will be dropped from the class.

### Student Responsibility

Students are responsible for the completeness and accuracy of their registration, and for determining the requirements of their program.

Always read the course descriptions to ensure that you meet all the pre- or co-requisites, and pay attention to notes on 'mutually-exclusive' and 'cross-listed' courses (Courses with similar content in which credit will only be awarded for one of them).

### Timeline for Degree Completion

Although this worksheet has been designed according to a full-time, four-year timeline, Computer Science students are not required to organize their degree in this manner and may elect to complete it in more than four years. Students in Canada on a Study Permit and those in receipt of scholarships or financial aid should always check with the issuing organization to see if there are any minimum course-load requirements before opting to pursue part-time studies.

### Co-Op

Computer Science students are not required to participate in the co-op program, but it is a great way to complement your studies with real-life work experience. Information on Co-Op can be found [here](#) and [here](#).

### Minimum Requirements for Graduation

- Satisfy the Academic Writing Requirement
- Meet all the program-specific requirements
- Complete at least 30.0 of the minimum of 60.0 required units at UVic. 21.0 of these 60.0 units must be at the 300- or 400-level and 18.0 of these 21.0 units must be taken at UVic.
- No more than 3 units of program required upper-level courses may be taken at another institution.

### Questions?

Check out the Computer Science [website](#) or the Faculty of Engineering and Computer Science Advising [Brightspace](#).