This checklist should be used as a reference guide. A degree audit from the Registrar's Office is needed in order to be certain which requirements and regulations are remaining in your degree. Request an audit by emailing science\_registrar@mun.ca

Visual Computing and Gaming (Comp Sci) Major Requirements (B.Sc. and BA) 66 CH				
27 CH required courses:	9 CH required courses:	6 CH required courses from:		
CS 1001	CS 3300	CS 3200		
CS 1002	CS 3301	CS4301		
CS 1003	CS 4300	CS 4302		
CS 2001		CS 4303		
CS 2002	Math & Stats required	CS 4304		
CS 2003	courses (15 CH):			
CS 2004	M 1000			
CS 2005	M 1001	3 CH from list above or:		
CS 2006 (1 CH)	M 2000	CS 4766		
CS 2007 (1 CH)	M 2050	CS 4768		
CS 2008 (1 CH)	Stats 2550			
	6 CH CRW:			
	English			
	CRW			
NOTE: Be careful to check pre-reqs for 3000/4000-level CS courses, and be aware				
most courses at this level are only offered once per academic year.				
Science Electives 18 credit hours				

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You must obtain 18 credit hours in courses from four different science subjects (see Calendar			
regulation 4.6.2). Further, you need to complete six credit hours in a science subject other than			
Math and Computer Science (see Calendar regulation 4.3.1.c).			
	6 credit hours in a science subject other than Computer Science or Math. Eligible subjects include Biochemistry, Biology, Chemistry, Earth Science, Economics, Geography, Ocean Science, Physics, Psychology		
	3 credit hours in a fourth science subject (i.e. not Computer Science, Math, or the science subject used for the 6 cred hrs of science electives listed above)		
	Any science subject (including Computer Science and Math)		
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General Electives36 credit hours in ANY subject (including CS)				
1	5	9		
2	6	10		
3	7	11		
4	8	12		