Computing

Departmental Notes

Subject Code for Biomedical Computing: BMCO
Subject Code for Cognitive Science: COGS
Subject Code for Computer Science: CSCI
Subject Code for Computing: COMP
Subject Code for Computing and Information Science: CISC
Subject Code for Computing, Mathematics and Analytics: COMA
Subject Code for Computing and the Creative Arts: COCA
Subject Code for Software Design: SODE
World Wide Web Address: www.cs.queensu.ca (http://www.cs.queensu.ca/)

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Chair of Graduate Studies: Mohammad Zulkernine
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Graduate Program Assistant: Debby Robertson
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Overview


Advice to Students

Students should seek academic counseling from one of the counselors listed below

<table>
<thead>
<tr>
<th>Course Prefix</th>
<th>Counsellor</th>
<th>Contact Information</th>
</tr>
</thead>
</table>
| BMCO          | Department of Biomedical and Molecular Sciences | Gunnar Blohm
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|               |            | Quinling Duan
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(Goodwin Hall 531) |
| COGS          | School of Computing | Farhana Zulkernine
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(Goodwin Hall 754) |
|               | Linquistics Program | Charlotte Reinholtz
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|               | Department of Philosophy | Bronwyn Bjorkman
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|               | Department of History and Art Conservation | Katherine Rombac
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|               | School of Computing | Paul Fairfield
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Queensu.ca/academic-calendar

Computing 1
James Stewart  
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Dan School of Drama and Music  
Jenn Stephenson  
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Department of Film and Media  
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COMA  
Department of Mathematics and Statistics  
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School of Computing  
David Skillicorn  
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COMP  
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CSCI  
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SODE  
School of Computing  
Mohammad Zulkerine  
(Goodwin Hall 535)  
mzulker@cs.queensu.ca  

Introductory Courses  
Students considering pursuing any Plan offered through the School of Computing must take CISC 102 Discrete Mathematics for Computing I or MATH 110 Linear Algebra. Students without programming experience should take either CISC 101 Elements of Computing Science or CISC 110 Creative Computing or CISC 151 before CISC 121 Introduction to Computing Science I. Students entering CISC 121 Introduction to Computing Science I should be able to express a procedural solution to a natural-language problem, properly using modularity, repetition, conditionals, and simple (rectangular) data structures. Students with considerable programming experience may be allowed to take CISC 121 Introduction to Computing Science I and CISC 124 Introduction to Computing Science II concurrently, or to substitute a more advanced course for CISC 121 Introduction to Computing Science I; consult the Undergraduate Chair.  

Special Study Opportunities  
Computing Facilities  
Undergraduates in the School of Computing can take advantage of over 20 research labs such as labs for Big-data Analytics and Management, Computational Genomics, Collaborative Gaming Technology, Percutaneous Surgery, Medical Informatics, Robotics, Modeling and Analysis in Software Engineering, Reliable Software Technology, Smart Information Management, Software Analysis and Intelligence, and Telecommunications. Through the School’s network of labs, students access leading software such as Unity and Matlab. Our hosted cloud services give students a platform to learn industry-leading technologies like managing virtual hosts and collaborative development using Gitlab.  

Professional Internship Program  
Qualified students in any of the Plans leading to a Bachelor of Computing (Honours) degree may register in a 12- or 16-month Professional Internship program for their degree. Students who meet the minimum GPA requirement of 1.90 in at least 54.0 units and no more than 90 units must seek approval of the Chair of Undergraduate Studies in the School of Computing. These students have the opportunity to pursue a 12- or 16-month paid work term in a career-related position after completing their second or third year of study. Upon successful completion of the internship program, students’ transcripts will be annotated with a statement certifying that they have completed their degree with a Professional Internship.  

The requirements for the Professional Internship versions of the B.Cmp.(Hons.) degrees are the same as the standard versions of these degree programs except for the following change.  

The project course normally required in the Plan (i.e. CISC 496 Game Development Project or CISC 498 Information Technology Project or CISC 499 Advanced Undergraduate Project or COGS 499 Advanced Undergraduate Project) is replaced by (for a 12-month internship) the courses COMP 390 Computing Internship I and COMP 391 Computing Internship II, or COMP 390 Computing Internship I and COMP 392 Computing Internship III, or COMP 393 Computing Internship IV, COMP 391 Computing Internship II and COMP 392 Computing Internship III. In the case of a 16-month internship, they are replaced by COMP 390 Computing Internship I, COMP 391 Computing Internship II and COMP 392 Computing Internship III. The unit requirements...
for the Professional Internship versions of B.Cmp.(Hons.)
degrees are increased accordingly.

In all cases the internship report documents how the
internship work has satisfied the requirements for a
conventional CISC 496 Game Development Project or
CISC 498 Information Technology Project or CISC 499
Advanced Undergraduate Project or COGS 499 Advanced
Undergraduate Project project.