COMPUTER SCIENCE (HBSc)
Department of Mathematical & Computational Sciences

Computer science is concerned in the broadest sense with the study of computation and applications of computing. Its development has been stimulated by collaborations with many disciplines including engineering, the physical and life sciences, mathematics and statistics and commerce. However, computer science is much more than a set of techniques used in these application areas.

Computer science as a discipline encompasses a wide range of research areas including human-computer interaction, robotics, software engineering, numerical analysis, machine learning, and cryptography.

MAKE THE MOST OF YOUR TIME AT UTM!

We want to help you maximize your university experience, so we’ve pulled together information and interesting suggestions to get you started, although there are many more! As you review the chart on the inside pages, note that many of the suggestions need not be restricted to the year they are mentioned. In fact, activities such as joining an academic society, engaging with faculty and seeking opportunities to gain experience should occur in each year of your study at UTM. Read through the chart and create your own plan using My Program Plan found at www.utm.utoronto.ca/program-plans

Programs of Study (POST)
- Specialist Program ERSPE1038 Information Security (Science)
- Specialist Program ERSPE1688 Computer Science (Science)
- Major Program ERMAJ1688 Computer Science (Science)
- Minor Program ERMIN1688 Computer Science (Science)

Check out...

Why not try machine learning? In CSC311H5 and CSC413H5, you can investigate how machines “learn” to classify situations with or without supervision (training data).

Robots! How do they move? How do they carry out plans? How do they autonomously operate? You can learn all about robotics from our world-class robotics instructors who are designing new courses that are the first of their kind.

What can I do with my degree?

The career you choose will depend on your experience and interests. Visit the Career Centre to explore your career options.

Careers for graduates: Data scientist; Software developer; Web/app developer; Software tester; Computer systems analyst; Systems architect; Network administrator; Database administrator; Business analyst; Computer architect.

Workplaces: Computer/telecommunication companies; Government; Banks; Insurance; Engineering firms; Test development companies.
COMPUTER SCIENCE

MAJOR Program Plan

1ST YEAR
- Choose a program of study (Subject POSt) once you complete 4.0 credits. Use the Degree Explorer and the Academic Calendar to plan your degree.
- Develop foundational academic skills and strategies by enrolling in a utmONE course. Build community and gain academic support through LAUNCH. Join a RGASC Peer Facilitated Study Group.
- Use the Co-Curricular Record (CCR). Search for opportunities beyond the classroom, and keep track of your accomplishments.
- Attend the Get Hired Fair through the Career Centre (CC) to learn about on- and off-campus opportunities.
- Attend the Experiential Education Fair.

2ND YEAR
- Enrol in courses CSC207H5, 236H5, MAT223H5/240H5, two of (CSC209H5, 258H5, 203H5) and STA246H5/256H5. Review your Degree Explorer plan and the Academic Calendar to ensure you take the prerequisites you need for upper year courses.
- Consider applying for Research Opportunity Program (ROP) courses CSC299Y, CSC399Y and CSC499Y. Visit the EEU website for ROP Course Prerequisites. Attend the RGASC's PART to enhance your research skills.
- Consider a practical work-based experience through UofT's Professional Experience Year-Co-op — Canada's largest undergraduate paid internship program that offers 12- to 16-month work placements. Speak to the Academic Advisor & Undergraduate Program Administrator (CSC).
- Networking simply means talking to people and developing relationships with them. Start by joining the Mathematical and Computational Sciences Society (MCSS). Follow them @MCSS. Get to know your TA. View the Math Learning Centre Schedule on the MCS departmental website. Visit the UTM Library Reference Desk.
- Do you have a professor you want to connect with? Ask them a question during office hours. Discuss an assignment. Go over lecture material. Don’t be shy! Learn Tips On How to Approach a Professor available through the Experiential Education Unit (EEU).

3RD YEAR
- Attain four half courses from any 300/400-level UTM CSC courses (including at least 0.5 credit from a 400-level course).
- Throughout your undergraduate degree:
  - use the Degree Explorer to ensure you complete your degree and program requirements.
  - see the Office of the Registrar and the Academic Advisor & Undergraduate Program Administrator (CSC).
- Use the Career & Co-Curricular Learning Network (CLNs) to find postings for on- and off-campus work and volunteer opportunities.
- Work on-campus through the Work-Study program. View position descriptions on the CLNs.
- Networking simply means talking to people and developing relationships with them. Start by joining the International Education Centre (IEC), whether you are an international or domestic student. Consider joining the Canada Eh? day trips or English Language Conversation Circles to deepen your global mindset.
- First-year international students can also take advantage of THRVIEW, a one-day conference dedicated to helping you start your UTM transition successfully.
- Participate in International Education Week and engage in programs like Global and Intercultural Fluency Training Series (GIFTS) to build on your leadership and communication skills in global citizenship.
- Learn about and prepare for a future UTM Abroad Experience through the IEC to strengthen and enhance your intercultural skill set, and learn about other cultures while sharing your own.

4TH OR FINAL YEAR
- What is Experiential Education? It means learn by doing! Speak to the Academic Advisor & Undergraduate Program Administrator (CSC) about the workshop-based courses CSC318H5 (The Design of Interactive Computational Media) and CSC490H5 (Capstone Design).
- Conduct a research project under the supervision of a faculty member through the Research Opportunity Program (ROP) and program requirements.
- Join a professional association. Check out the Association for Computing Machinery, Canadian Information Processing Society (headquartered in Mississauga) or the Canadian Artificial Intelligence Association.
- Go to the Connect IT Conference or the Grace Hopper celebration which works to bridge the gap between students and the industry.
- Engage in programs like ISTEP and THRIVE to support your transition out of the University!
- Market your skills to employers. Get your resume critiqued at the CC. Attend the CC workshop Now That I'm Graduating What's Next?
- Write a strong application for further education. Attend the CC's Mastering the Personal Statement workshop.
- Ready to transition from the classroom to the workplace? Check out the Recent Graduate Opportunities Program (RGOP).

HOW TO USE THIS PROGRAM PLAN
Read through each year. Investigate what appeals to you here and in any other Program Plans that apply to you.
Visit www.utm.utoronto.ca/program-plans to create your own plan using My Program Plan.
Update your plan yearly.
Skills developed in Computer Science

To be competitive in the job market, it is essential that you can explain your skills to an employer. Visit the Career Centre to learn how to articulate and market the following skills:

**Research:** analyze and evaluate information; develop innovative systems; and develop ideas for presentation at a conference or in a journal.

**Technical:** write, debug, and test programs and research, design and develop computer systems (e.g., new computer languages, simulations, system analysis, etc.).

**Problem-solving:** conceptualize models; formulate, model, and solve problems from diverse areas; and collect, organize, analyze, and interpret results.

**Communication:** articulate, explain, and teach technical information to others, as well as question and probe to diagnose computer problems.

**Organizational:** manage time effectively and organize and maintain stored data.

Get involved

Check out the 100+ student organizations on campus. Here are a few:

- Mathematical and Computational Sciences Society (MCSS)
- UTM Student Union (UTMSU)
- UTM Athletics Council (UTMAC)

For a listing of clubs on campus visit the Student Group and Societies Directory or MCS Department Student Organizations

Services that support you

- Accessibility Services (AS)
- Career Centre (CC)
- Centre for Student Engagement (CSE)
- Equity, Diversity & Inclusion Office (EDI0)
- Experiential Education Unit (EEU)
- Health & Counselling Centre (HCC)
- Indigenous Centre (IC)
- International Education Centre (IEC)
- Office of the Registrar (OR)
- Recreation, Athletics and Wellness Centre (RAWC)
- Robert Gillespie Academic Skills Centre (RGASC)
- The Math Learning Centre (MLC)
- UTM Library, Hazel McCallion Academic Learning Centre (HMALC)

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FUTURE STUDENTS

Admission to UTM

All program areas require an Ontario Secondary School Diploma, or equivalent, with six Grade 12 U/M courses, or equivalent, including English. The admission average is calculated with English plus the next best five courses. The Grade 12 prerequisites for this program are Advanced Functions and Calculus. The approximate average required for admission is low to mid 80s. More information is available at utm.utoronto.ca/viewbook.

**NOTE:** During the application process, applicants will select the Computer Science, Mathematics & Statistics admissions category but will not officially be admitted to a formal program of study (Specialist, Major, and/or Minor) until after first year.

**Sneak Peek**

The first two years of the program are an introduction to broadly applicable tools and ideas. You’ll learn computing languages including, Python (CSC108H5) and Java (CSC207H5), as well as mathematical techniques (CSC236H5) and data structures (CSC148H5 and CSC263H5).

Our computing facilities are excellent. We have over 400 Linux PCs, Windows PCs and Apple Macs. Course offerings are intended to serve a wide variety of student interests ranging from information processing to applying computers to other fields. Our faculty enjoy a strong world-wide reputation in varied fields of research including: human-computer interaction, computer vision, machine learning, robotics and computing education.

Student Recruitment & Admissions

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