

# 4-year BSc Geomatics/Computing Recipes

(requires 120 credit hours)

|                 | Geography  | Academic Writing | Indigenous  | Humanities       | Humanities       | Humanities       | Humanities       | Web Design   | Programming   | Database   |
|-----------------|--|------------------|---|------------------|------------------|------------------|------------------|--|---|--|
| <b>1st year</b> | GEOG1102: Intro Human Geography PCE 3<br>GEOG1103: Intro Human Geography PPD 3<br>GEOG1201: Intro Atmospheric Science 3<br>GEOG1202: Intro Earth Science 3   | 3<br>3           | (GEOG3512 is eligible for (3) Indigenous requirement) | 3<br>3<br>3<br>3 | 3<br>3<br>3<br>3 | 3<br>3<br>3<br>3 | 3<br>3<br>3<br>3 | ACS1805: Intro to Programming 3<br>ACS1903: Programming Fundamentals II 3<br>ACS1809: Website Design & Development 3   | ACS1805: Intro to Programming 3<br>ACS1904: Programming Fundamentals II 3<br>MATH1401: Discrete Mathematics 3   | ACS1805: Intro to Programming 3<br>ACS1904: Programming Fundamentals II 3<br>MATH1401: Discrete Mathematics 3  |
| <b>2nd year</b> | GEOG2304: Computer Mapping 3<br>GEOG2306: Intro to GIS 3<br>GEOG2309: Statistical Tech & Env Analysis 3<br>GEOG2316: Intro to Remote Sensing 3<br><br>4 of the following: 12<br>GEOG2207: Climatology<br>GEOG2210: Meteorology<br>GEOG2213: Intro Soil Science<br>GEOG2214: Soil-Vegetation Systems<br>GEOG2215: Mineralogy & Petrology<br>GEOG2216: Physical Geology<br>GEOG2218: Fluvial & Hillslope Processes<br>GEOG2219: Glacial & Periglacial Processes<br>GEOG3210: Hydrology | 3<br>3<br>3<br>3 |   |                  |                  |                  |                  | ACS2814: Applications of Database Systems 3<br>ACS2909: Internet Programming 3<br><br>PHYS2102: Scientific Computing (C+) 3<br>PHYS2104: Scientific Computing Python 3 | ACS2913: Software Requirements 3<br>ACS2947: Data structures & algorithms 3<br><br>PHYS2102: Scientific Computing (C+) 3<br>PHYS2104: Scientific Computing Python 3 | ACS2814: Applications of Database Systems 3<br>ACS2947: Data structures & algorithms 3<br><br>PHYS2102: Scientific Computing (C+) 3<br>PHYS2104: Scientific Computing Python 3 |
| <b>3rd year</b> | GEOG3509: Canada 3<br>GEOG3330: Methods 3<br><br>2 of 3 below: 6<br>GEOG3306: Advanced GIS<br>GEOG3307: Advanced Computer Mapping<br>GEOG3319: Advanced Remote Sensing<br><br>Human Geo @ 34xx 6   | 3<br>3           |   |                  |                  |                  |                  | ACS3909: Adv Internet Programming 3  | ACS3913: Software Design & Arch 3   | ACS3902: Database Systems 3  |
| <b>4th year</b> | 2 of 3 below: 6<br>GEOG4320: Projects in Geomatics<br>GEOG4321: Topics in Geomatics I<br>GEOG4322: Topics in Geomatics II<br><br>Human Geo @ 44xx (or can use GEOG4801: Geog Field Seminar BA) 6<br><br>Subtotal (no thesis) 66<br>GEOG4901: Honours Geography Thesis 6<br>Total (with thesis) 72  | 6<br>6<br>6<br>6 |   |                  |                  |                  |                  |  | ACS4306: Applied Parallel Prog 3<br>ACS4953: Intro to Machine Learning 3  | ACS4902: Adv Database Systems 3<br>ACS4904: Database Warehousing 3   |
|                 |  | 6                |   | 12               |                  |                  |                  | 24   | 30  | 30   |
|                 |  |                  |   |                  |                  |                  | 108              |  | 114   | 114  |
|                 |  |                  |   |                  |                  |                  | 114              |  | 120   | 120  |

NOTES: 4-year degrees are 120 hours; so some hours/credits open for other electives if no thesis or with WebDesign option.  
CALC405 required from high school.