

Software Engineering and Business (Option B)

September 2026 (for students who started first year in 2025 or later)

<p>Year 2:</p> <p>Term A</p> <p>NMM 2270a Applied Mathematics for Engineering II ECE 2277a Digital Logic Systems SE 2202a Scripting Programming Language Fundamentals SE 2205a Algorithms and Data Structures Math 2151a Discrete Structures for Engineering SS 2141a Applied Probability and Statistics Bus 2257 Accounting & Business Analysis</p> <p>Term B</p> <p>NMM 2276b Applied Mathematics for Elec & Mech Eng III Physics2300 Quantum Computation and Information SE 2203b Software Design SE 2250b Software Construction Bus 2257 Accounting & Business Analysis One 0.5 Non-technical elective course from the approved list</p> <p>Year 3: HBA 1</p> <p>Year 4:</p> <p>Term A</p> <p>ECE 4436a Networking: Principles, Protocols, and Architecture SE 3309a Database Management Systems SE 3351a Software Project and Process Management SE 3316a Web Technologies SE 3352a Software Requirements & Analysis SE 3310a Theoretical Foundations of Software Engineering Bus 4569 Ivey Field Project</p> <p>Term B</p> <p>ECE 3375b Microprocessors and Microcomputers SE 3313b Operating Systems for Software Engineering SE 3353b Human-Computer Interaction SE 3350b Software Engineering Design I One 0.5 Technical Electives</p> <p>Year 5:</p> <p>Term A</p> <p>SE 4450 Software Engineering Design II SE 4452a Software Testing and Maintenance SE 4472a Information Security 1.5 HBA required courses **</p> <p>Term B</p> <p>SE 4450 Software Engineering Design II SE 4455b Cloud computing: concepts, technologies and applications ELI 4110g Engineering Ethics, Sustainable Development and the Law 1.5 Business electives chosen from 4000 level Business courses.</p>	<p>NOTES:</p> <p>Important: Students are responsible for ensuring they have the correct courses required for their degree. If you are unsure which courses you still need or if you see courses listed on the progression sheet that are no longer offered or are not offered in the term you see listed here, please contact your Academic Counsellor. For HBA related questions, please contact the Richard Ivey School of Business. For Engineering related questions, please contact your Academic Counsellor in Engineering.</p> <p>**1.5 HBA required courses:</p> <ul style="list-style-type: none"> International Perspective Requirement: Business 4505a/b Corporations and Society Requirement: 0.5 course from Business Administration – Corporations and Society offered during the academic year to satisfy this requirement. Managerial Accounting Requirement: Business 4624a/b <p>List of Approved Technical Electives:</p> <p>Some technical electives may not be offered in a given academic year. Consult the department for accurate listing.</p> <table border="1"> <tr><td>AISE 3010A/B</td><td>Data Engineering and Machine Learning</td></tr> <tr><td>AISE 3020A/B</td><td>Ethics, Bias and Privacy</td></tr> <tr><td>AISE 4010A/B</td><td>Deep Learning for Time Series Data</td></tr> <tr><td>AISE 4020A/B</td><td>Artificial Intelligence Systems Eng. Design I</td></tr> <tr><td>ECE 3389A/B</td><td>Computer System Design</td></tr> <tr><td>ECE 3390A/B</td><td>Hardware/Software Co-Design</td></tr> <tr><td>ECE 4460A/B</td><td>Real-Time and Embedded Systems</td></tr> <tr><td>DS 3000A/B</td><td>Intro to Machine Learning</td></tr> <tr><td>SE 4470A/B</td><td>Selected Topics in Software Engineering I</td></tr> <tr><td>SE 4471A/B</td><td>Selected Topics in Software Engineering II</td></tr> <tr><td>SE 3314A/B</td><td>Computer Networks Applications</td></tr> <tr><td>SE 4456A/B</td><td>LLMs</td></tr> <tr><td>SE 4457A/B</td><td>Agents</td></tr> <tr><td>CS 3342A/B</td><td>Organization of Programming Languages</td></tr> <tr><td>CS 3346A/B</td><td>Artificial Intelligence I</td></tr> <tr><td>CS 3388A/B</td><td>Computer Graphics I</td></tr> <tr><td>CS 4442A/B</td><td>Artificial Intelligence II</td></tr> <tr><td>CS 4482A/B</td><td>Game Engine Development</td></tr> <tr><td>CS 4483A/B</td><td>Game Design</td></tr> <tr><td>CS 4463A/B</td><td>Computational Biology</td></tr> <tr><td>CS 4459A/B</td><td>Selected Topics in Distributed Systems</td></tr> <tr><td>CS 4417A/B</td><td>Unstructured Data</td></tr> </table>	AISE 3010A/B	Data Engineering and Machine Learning	AISE 3020A/B	Ethics, Bias and Privacy	AISE 4010A/B	Deep Learning for Time Series Data	AISE 4020A/B	Artificial Intelligence Systems Eng. Design I	ECE 3389A/B	Computer System Design	ECE 3390A/B	Hardware/Software Co-Design	ECE 4460A/B	Real-Time and Embedded Systems	DS 3000A/B	Intro to Machine Learning	SE 4470A/B	Selected Topics in Software Engineering I	SE 4471A/B	Selected Topics in Software Engineering II	SE 3314A/B	Computer Networks Applications	SE 4456A/B	LLMs	SE 4457A/B	Agents	CS 3342A/B	Organization of Programming Languages	CS 3346A/B	Artificial Intelligence I	CS 3388A/B	Computer Graphics I	CS 4442A/B	Artificial Intelligence II	CS 4482A/B	Game Engine Development	CS 4483A/B	Game Design	CS 4463A/B	Computational Biology	CS 4459A/B	Selected Topics in Distributed Systems	CS 4417A/B	Unstructured Data
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