

COMPUTER SCIENCE (BS) CONCENTRATION IN GAME PROGRAMMING AND DEVELOPMENT

TERM	GRADE	FRESHMAN	TERM	GRADE	PRE-JUNIOR
1	_____	CS 164 Intro to Computer Science (3cr)	6	_____	CS 281 Systems Architecture I (4cr)
	_____	MATH 121 Calculus I (4cr)		_____	CS 350 Software Design (3cr)
	_____	ENGR 101 Freshman Design I (2cr)		_____	ANIM 141 Computer Graphic Imagery II (3cr)
	_____	ENGR 121 Computation Lab I (2cr)		_____	MATH 201 Linear Algebra (4cr)
	_____	ENGL 101 Expository Writing and Reading (3cr)		_____	GMAP 260 Overview of Gaming (3cr)
	_____	UNIV 101 University Seminar (1cr)	7	_____	CS 360 Programming Language Concepts (3cr)
	_____	PSY 101 General Psychology 101 (3cr)		_____	CS 345 Game Design and Development (3cr)
2	_____	CS 171 Computer Programming I (3cr)		_____	CS 283 Systems Programming (3cr)
	_____	MATH 122 Calculus II (4cr)		_____	SCRP 270 Screenwriting I (3cr)
	_____	ENGR 102 Freshman Design II (2cr)		_____	Math Elective (3cr)
	_____	ENGR 122 Computation Lab II (1cr)			JUNIOR
	_____	ENGL 102 Persuasive Writing and Reading (3cr)	8	_____	CS 337 Human Computer Interaction (3cr)
	_____	UNIV 101 University Seminar (0.5cr)		_____	ANIM 211 Computer Animation I (3cr)
	_____	PHYS 101 Fundamentals of Physics I (4cr)		_____	ANIM 152 Multimedia Timeline Design (3cr)
3	_____	CS 172 Computer Programming II (3cr)		_____	MATH 410 Scientific Data Analysis I (3cr)
	_____	MATH 123 Calculus III (4cr)		_____	PHIL 311 Computer Ethics (3cr)
	_____	ENGR 103 Freshman Design III (2cr)	9	_____	CS 338 Graphical User Interface (3cr)
	_____	ENGL 103 Analytical Writing and Reading (3cr)		_____	CS 451 Software Engineering (3cr)
	_____	UNIV 101 University Seminar (0.5cr)		_____	CS 347 Experimental Game Design (3cr)
	_____	PHYS 102 Fundamental of Physics II (4cr)		_____	ANIM 212 Computer Animation II (3cr)
		SOPHOMORE		_____	Math/Science Elective (3cr)
4	_____	CS 265 Adv Prog Tools and Techniques (3cr)			SENIOR
	_____	CS 270 Math. Foundations of Computer Science (3cr)	10	_____	CS 491 Software Engineering Workshop I (3cr)
	_____	VSST 110 Introductory Drawing (3cr)		_____	CS 430 Computer Graphics (3cr)
	_____	DIGM 100 Digital Design Tools (3cr)		_____	GMAP 377 Game Development Workshop I (3cr)
	_____	PHYS 201 Fundamental of Physics III (4cr)		_____	Math/Science Elective (3cr)
5	_____	CS 260 Data Structures (3cr)		_____	Business Elective (4cr)
	_____	CS 275 Web & Mobile App Development (3cr)	11	_____	CS 492 Software Engineering Workshop II (3cr)
	_____	ANIM 140 Computer Graphics Imagery I (3cr)		_____	GMAP 378 Game Development Workshop II (3cr)
	_____	MATH 221 Discrete Mathematics (3cr)		_____	Math/Science Elective (3cr)
	_____	COM 230 Techniques of Speaking (3cr)		_____	Free Elective (3cr)
			12	_____	CS 493 Software Engineering Workshop III (3cr)
				_____	CS 348 Serious Game Design (3cr)
				_____	Math/Science Elective (4cr)
				_____	Free Elective (3.5cr)

Total Credits Needed: 186.5