

B.S. Computer Science Game Programming

First Year

Fall

| Course Number | Course Title | Credits (16) |
|---------------|--|--------------|
| SPCH xxxx | WS elective | 3 |
| CSC 1500 | Computer Science I | 3 |
| ENGL 1100 | Writing I (W) | 3 |
| FYE 1021 | FYE Seminar in Computer Science (R & IL) | 3 |
| MATH 1300 | Precalculus | 4 |

Spring

| Course Number | Course Title | Credits (15) |
|---------------|------------------------------|--------------|
| MATH 2800 | Statistical Analysis | 3 |
| CSC/MATH 1900 | Discrete Mathematics | 3 |
| CSC 1550 | Computer Science II | 3 |
| ENGL 1200 | Writing II (W&IL) | 3 |
| SI/ LAB | Natural Sciences Course (SI) | 3 |

Sophomore Year

Fall

| Course Number | Course Title | Credits (16) |
|---------------|----------------------------|--------------|
| CSC 2560 | Systems Programming | 3 |
| MATH 2300 | Calculus I | 4 |
| SI/Lab | Natural Sciences Course -2 | 3 |
| EXSS xxxx | PW elective | 3 |
| | FA elective | 3 |

Spring

| Course Number | Course Title | Credits (17) |
|---------------|--------------------------------|--------------|
| CSC 3700 | Algorithms and Data Structures | 3 |
| CSC 1650 | Digital Electronics | 4 |
| MATH 2400 | Calculus II | 4 |
| GAME 2000 | Elements of Game Design | 3 |
| | DP elective | 3 |

Junior Year

Fall

| Course Number | Course Title | Credits (16) |
|---------------|-----------------------|--------------|
| CSC 2600 | Computer Organization | 4 |
| CSC 3200 | Programming Languages | 3 |
| CSC 3050 | Web Programming | 3 |
| HISTxxxx | HI elective | 3 |
| GAME 2200 | Intro to Game Art | 3 |

Spring

| Course Number | Course Title | Credits (15) |
|---------------|------------------------|--------------|
| CSC 3100 | Operating Systems | 3 |
| MATH 2600 | Linear Algebra | 3 |
| CSC 3560 | Mobile App Development | 3 |
| GAME 3000 | Game Design Workshop | 3 |
| | Free Elective | 3 |

Senior Year

Fall

| Course Number | Course Title | Credits (12) |
|---------------|-------------------------------|--------------|
| CSC 3560 | Game Programming | 3 |
| CSC 3xxx | CS elective | 3 |
| CSC 4100 | Ethics and Impacts in CS (ER) | 3 |
| | CV Elective | 3 |

Spring

| Course Number | Course Title | Credits (13) |
|---------------|----------------------|--------------|
| CSC 4400 | Software Engineering | 3 |
| CSC 4200 | Computer Graphics | 3 |
| ENG | LI elective | 3 |
| | Free Elective | 4 |

Completion of 120 credits is required for graduation

General Education

Foundation (3 credits each)

- Reading & Info Literacy First-Year Exper. (R & IL)
- Writing (W): Writing I
- Writing & Info. Literacy (W & IL): Writing II
- Quantitative Reasoning (QR)
- World Languages, Speaking and Listening (WS)

Exploration (3 credits each)

- Civic Learning (CV)
- Diverse Perspectives (DP)
- Ethical Reasoning (ER)
- Fine Arts Expression & Analysis (FA)
- Historical Inquiry & Analysis (HI)
- Literary Inquiry & Analysis (LI)
- Personal Wellness (PW)
- Procedural & Logical Thinking (PL)
- Scientific Inquiry & Analysis (SI)

General Education: MAJ

There may be major courses that have been approved to fulfill up to 3 General Education requirements (at least 9 credits). Varies by major and concentration.