

B.S. Computer Science (Game Programming)

FRESHMAN YEAR

Fall Semester 16 Credits

FYE 1021	FYE Seminar in Computer Science (R, IL).....	3
ENGL 1100	Writing 1 (W).....	3
MATH 1300	Precalculus^.....	4
CSC 1500	Computer Science I.....	3
SPCH xxxx	WS elective	3

^ The AAF placement test score > 242 is required.

Spring Semester 16 Credits

MATH 1800	Business Statistics (QR)	3
ENGL 1200	Writing II (W, IL).....	3
CSC/MATH 1900	Discrete Mathematics (PL).....	3
CSC 1550	Computer Science II.....	3
LAB	SI elective.....	4

JUNIOR YEAR

Fall Semester 16 Credits

CSC 2600	Computer Organization	4
CSC 3200	Programming Languages.....	3
CSC 3050	Web Programming	3
HIST xxxx	HI elective	3
GAME 2200	Intro to Game Art.....	3

Spring Semester 16 Credits

CSC 3600	Microprocessors	4
CSC 3100	Operating Systems	3
MATH 2600	Linear Algebra (AIA).....	3
CSC 3560	Mobile App Development	3
GAME 3000	Game Design Workshop	3

General Education: Foundation

- 3 credits Reading and Information Literacy (R and IL): First Year Experience
- 3 credits Writing (W): Writing I
- 3 credits Writing and Information Literacy (W and IL): Writing II
- 3 credits Quantitative Reasoning (QR) (MATH)
- 3 credits World Languages, Speaking and Listening (WS)

General Education: Exploration

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

General Education: Integration

- 9 credits AIA (3 of which must be Integrative High Impact Practice - IHIP)
- OR
- Minor (professional majors completing a minor or second major must include at least 9 credits in LA&S disciplines for that minor)

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.

SOPHMORE YEAR

Fall Semester 17 Credits

CSC 1600	Intro to Electronics.....	4
CSC 2560	Systems Programming.....	3
MATH 2300	Calculus I.....	4
EXSS xxxx	PW elective.....	3
	FA elective	3

Spring Semester 17 Credits

CSC 1650	Digital Electronics.....	4
CSC 3700	Algorithms & Data Structures.....	3
MATH 2400	Calculus II (AIA)	4
GAME 2000	Elements of Game Design	3
	DP elective.....	3

SENIOR YEAR

Fall Semester 12 Credits

CSC 3xxx	CSC elective	3
CSC 3650	Game Programming	3
CSC 4100	Ethics and Impacts in CS (ER).....	3
	CV elective	3

Spring Semester 10 Credits

CSC 4400	Software Engineering (IHIP)	3
CSC 4200	Computer Graphics.....	3
ENGL xxxx	LI elective.....	3
	Free elective	1

Suggested 4-year plan of study. Completion of 120 credits required for graduation.