Major Program: Computer Science
Concentration: Game Development
Program Code: $\qquad$
Major Requirements

| Course Number | $\begin{aligned} & \hline \text { Credits } \\ & \text { (62-65 ) } \\ & \hline \end{aligned}$ | Course Status Code M, R, P, WVD, SUB* |
| :---: | :---: | :---: |
| CS 1000 | 1 |  |
| CS 1121 and CS 1122 <br> OR CS1131 | 6/5 |  |
| CS 1142 | 3 |  |
| CS 2311 | 3 |  |
| CS 2321 | 3 |  |
| CS 3000 | 2 |  |
| CS 3141 | 3 |  |
| CS 3311 | 3 |  |
| CS 3331 | 3 |  |
| CS 3411 | 3 |  |
| CS 3421 | 3 |  |
| CS 3425 | 3 |  |
| CS 4121 | 3 |  |
| CS 4321 | 3 |  |
| HU 3120 | 3 |  |
| MA1160/1161 | 4/5 |  |
| MA2710/3710 | 4/3 |  |
| Technology and Society: 3 credits Select one of the following: HU3701, MA4945, SS3510, SS3511, SS3520, SS3530, SS3630, SS3640, SS3800, SS3801, SS3820 |  |  |
|  |  |  |
|  | 3 |  |
|  |  |  |
|  |  |  |
| Lab Science: 8 credits |  |  |
| PH1100 \& PH2100 OR <br> PH1111 \& PH1110 | 4 |  |
| Choose 4 credits (non-PH) from the STEM Science course list (BL, CH, EH, FW, GE, SS) |  |  |
|  |  |  |
| Credits Subtotal |  |  |

** CS4yyy may be satisfied by CS4099.
Note: The technical electives plus the one 4000-level CS electives total 9 credits.

Name: $\qquad$
ID\#:
Expected Graduation Term:

## Concentration Requirements

| Course Number | Credits <br> $\mathbf{( 3 0} \mathbf{)}$ | Course Status Code <br> M, R, P, WVD, SUB* |
| :--- | :---: | :---: |
| CS 4760 | 3 |  |
| CS 4611 | 3 |  |
| CS 4811 OR CS 4496 | 3 |  |
| OR CS 3712 | 3 |  |
| CS 4461 | 3 |  |
| CS 4yyy** OR |  |  |
| CS 5611 OR |  |  |
| CS 5641 | 3 |  |
| MA 2330 |  |  |

Select one of following: HU2642, HU2645, FA2050, FA2150, FA2222, FA2300, FA2445


At least 3 credits of Section 18 Enterprise Husky Game Development Enterprise: ENT2950, 2960, 3950, 3960, 4900, 4910


Technical Electives: 6 credits


* M-Passed with valid grade, transfer, or Adv. Placement credit; Registered in course; Plan to take in future, WVD-Waived course or credit (does not reduce total degree credits required), SUBPetitioned as substitute course.

General Education Requirements


## HASS Distribution Courses: 12 total credits required.

■ Six (6) credits must be at the 3000 or 4000 level

- No more than 3 credits from the HASS Creative Endeavors List
- No more than 3 credits from the HASS Supplemental List

|  | 3 <br> 3 <br> 3 <br> 3 |  |
| ---: | :--- | :--- |
|  |  |  |
| Credits Subtotal |  |  |

*A 3000-level or higher modern language course may be used in place of UN1025, Global Issues.
**UN1002 (or UN1003 plus a modern language course) is 4 credits. This will increase general education to 25 credits, allowing for a 1 credit reduction in free elective credits.

## Co-Curricular Activities

|  | .5 |  |
| :--- | ---: | :--- |
|  | .5 |  |
|  | .5 |  |
|  | .5 |  |
|  | .5 |  |
|  | .5 |  |

Required for graduation, but not included in the calculation of the GPA, or in the overall credits required for the degree.

Free Electives

| Course Number | Credits <br> (4-7) | Course Status Code <br> M, R, P, WVD, SUB* |
| :--- | :---: | :---: |
|  |  |  |
|  |  |  |
|  |  |  |


| For Advisor Use Only |  |
| :--- | ---: |
| Total Credits Required: | 123 |
| Total Credits Completed: |  |
| Total Credits Needed: |  |

