

B.S. Computer Science - Game Development Concentration Degree

This is not an official list of degree requirements. Adjustments may be required due to curriculum changes.

First Year

Fall

Course	Prerequisite	Credit
CS 1000 Exploration in Computing		1
MA1160/MA1161 Calculus with Technology	MA1030 or MA1032	5
CS1121 Programming 1 or CS1131 Advanced Programming (5credits)	MA1031/1032 concurrently	3
Essential Education: SHAPE		3
UN1015 Composition		3
Total		15

Course - Spring	Prerequisite	Credit
CS1122 Programming 2	CS1121	3
MA2330 Linear Algebra	MA1161/60	3
Essential Education: Natural and Physical Science		3
Essential Education: Arts and Culture		3
Essential Education: Foundations of the Human World		3
Essential Education: Activities for Well-being and Success		1
Total		16

Second Year

Fall

Course	Prerequisite	Credit
CS2311 Discrete Structures	CS1121/1131 MA1160/61	3
CS2321 Data Structures	CS1122/31	3
MA2720 Statistics	MA1160/61	3
Essential Education: Communication Intensive		3
Free Elective - any course		3
Essential Education: Activities for Well-being and Success		1
Total		16

Spring

Course	Prerequisite	Credit
CS1142 Programming at HW/SW interface	CS1122	3
CS3425 Data Bases	CS2311 CS2321	3
CS3311 Formal Models of Computation	CS2311	3
Humanities & Fine Arts Concentration		3
Essential Education: Intercultural Competency		3
Total		15

Third Year

Fall

Course	Prerequisite	Credit
CS3421 Computer Organization		3
CS3141 Team Software Project		3
Technology and Society Course		3
Free elective		3
CS3760 Front End Development Or CS4760 User Interface Design		3
Essential Education: Activities for Well-being and Success		1
Total		16

Spring

Course	Prerequisite	Credit
CS3411 Systems Programming		3
CS4321 Intro to Algorithms		3
Technical elective		3
Free elective		3
CS4811 Artificial Intelligence Or CS3712 Software quality insurance		3
ENT2950 Game Development		1
Total		16

Fourth Year

Fall

Course	Prerequisite	Credit
CS3331 Concurrent		3
CS3000 Ethics in Computing		3
CS4611 Computer Graphics		3
CS4461 Computer Networks		3
ENT2960 Game Development		1
Total		13

Spring

Course	Prerequisite	Credit
CS4121 Programming Languages		3
HU3120 Technical and Profession Com		3
Free elective		3
Technical Elective		3
CS4xxx		3
ENT3950		1
Total		13

Grand Total = 120 Credits

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**Required Elective must be chosen Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

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