

## **CURRICULUM GUIDE WORKSHEET**Computer Science – Game Development

Bachelor of Science - 42 hrs

Name:		Catalogue Year:	Minor:	
Fre	<b>shman</b> (Fall)			
X	Course Prefix	Course Name	Credits	Notes
	COM 112 or 235	Public or Interpersonal Communications	3	
	CSC 115	Introduction to Computer Science	3	
	CHR 111	Old Testament Survey	3	
	ENG 111	Written Composition I	3	
	General Core 1	Social Science Core	3	
			15	
	Review Registratio	n on Student Planning / Self-Service		
Fre	<b>shman</b> (Spring)			
X	<b>Course Prefix</b>	Course Name	Credits	Notes
	CSC 125	Programming in Java	3	
	ENG 112	Written Composition II	3	
	CHR 112	New Testament Survey	3	
	MAT 111 or 114	College Algebra or Introduction to Statistics	3	
	Biology Core <sup>2</sup>	Biology Core	4	
			16	
C = ::	h o mo o mo (5 - 11)			
<b>20</b> k	homore (Fall) Course Prefix	Course Name	Credits	Notes
^	CHE/PHY <sup>3</sup>	General Core	4	Notes
	CSC 235	Cyber Ethics	3	
	CSC 255	Programming in C#	3	
	HIS 101	World Civilization to 18 <sup>th</sup> Century	3	
	ENG 201 or 202	World Literature I or II	3	
Ц	LING 201 01 202	World Literature For II	16	
	Declare minor with	Dean, Arts & Sciences (optional)	10	
Sor	<b>homore</b> (Spring)			
Χ.	Course Prefix	Course Name	Credits	Notes
	MAT 205 <sup>4</sup>	Discrete Mathematics	3	
	CSC 275	Data Structures and Algorithms	3	
	CSC 321	Database Management Systems	3	
	HIS 102	World Civilization from 18th Century	3	
	TBD	2 <sup>nd</sup> Major / Minor / Elective	3	
			15	

<sup>&</sup>lt;sup>1</sup> Select one: PSY 213, SOC 211, PHL 240, PSC 211, HON 210, ECF 211 or 212

<sup>&</sup>lt;sup>2</sup> Select one: BIO 100, BIO 110, BIO 112

<sup>&</sup>lt;sup>3</sup> Select one: PHY-111, PHY-213, CHE-105, CHE-111

<sup>&</sup>lt;sup>4</sup> Offered alternating years

Jun	ior (Fall)			
X	<b>Course Prefix</b>	Course Name	Credits	Notes
	MAT 211 <sup>5</sup>	Calculus I	4	
	CSC 313	Human Computer Interaction and Design	3	
	CSC 365	Data Communications and Networking	3	
	ART 210	Arts in Western Civilization	3	
	TBD	2 <sup>nd</sup> Major / Minor / Elective	3	
			16	
	Apply for Junior Aud	lit after completing 72 credit hours		
lun	ior (Spring)			
X	Course Prefix	Course Name	Credits	Notes
	CSC 333	Game Engine & Architecture	3	140103
П	CSC 488	Seminar I	3	
	PEWS 100	Fitness for Health	1	
	PSY/SOC	PSY or SOC Elective	3	
	TBD	2 <sup>nd</sup> Major / Minor / Elective	3	
	TBD	2 <sup>nd</sup> Major / Minor / Elective	3	
Ц	100	2 Wajor / Willion / Elective	16	
			10	
lun	ior (Summer) Option	nal		
X	Course Prefix	Course Name	Credits	Notes
	CSC 485	Internship in Computer Science (Optional)	1-3	
		( )		
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	nior (Fall)			
X	Course Prefix	Course Name	Credits	Notes
	CSC 423	Game Design	3	
	CSC 498	Seminar II	3	
	PSY/SOC	PSY or SOC Elective	3	
	TBD	2 <sup>nd</sup> Major / Minor / Elective	3	
	TBD	2 <sup>nd</sup> Major / Minor / Elective	3	
_			15	
Ц				
C	Apply for Graduatio	n		
Ser	Apply for Graduatio	n		
Ser X		n Course Name	Credits	Notes
	nior (Spring)		<b>Credits</b> 3	Notes
	nior (Spring) Course Prefix	Course Name		Notes
	nior (Spring) Course Prefix CSC 425	Course Name Operating Systems	3	Notes

May 2024

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<sup>\*</sup>A minimum of 36 upper-level (300 and 400 level) hours is required. The degree must meet a minimum of 120 hours.

<sup>&</sup>lt;sup>5</sup> Take the Calculus Readiness Test (MAT-000PT) to check whether to take Pre-Calc (116) or Calc (211)