

COMPUTER SCIENCE
VIDEO GAME DESIGN & DEVELOPMENT CONCENTRATION
Curriculum for Students Entering Program: Fall 2015 or Later
Minimum: 120 Hours

EECE	140	_____	MATH	270	_____	ENGL	101	_____
CMPS	150	_____	MATH	301	_____	ENGL	102	_____
CMPS	260	_____	MATH	362	_____	ENGL	365	_____
CMPS	261	_____				(CMCN	Elective)	done
CMPS	310	_____				ENGL lit	___	_____
CMPS	340	_____				HIST	___	_____
CMPS	341	_____	STAT	325/427	_____			
CMPS	351	_____	STAT	454	_____	CMCN	Elective	DONE
CMPS	430	_____						
CMPS	450	_____	PHYS	201/7	_____	BHSC	___	_____
CMPS	453	_____	BIOL	___	_____	BHSC	___	_____
CMPS	455	_____	SCI	___	_____	ARTS	___	_____
CMPS	460	_____	SCI lab	___	_____			
CMPS	___	_____						
CMPS	___	_____				UNIV	100	_____

Concentration Requirements

						FREE	ELECT	7 credit hrs
CMPS	327	_____				___	___	_____
CMPS	427	_____				___	___	_____
**		_____				___	___	_____
**		_____						
**		_____						

** Choose from: CMPS 359 (Gaming Topic), 415, 420, 452, 499
 INFX 210
 CMCN 365
 ENGL 223, 325, 327
 THEA 251, 300
 VIAR 235, 365, 366, 465

Prerequisites/Remedial

MATH 1xx	_____
MATH 143	_____
MATH 109	_____
MATH 110	_____

Other Courses

_____	_____	_____
_____	_____	_____
_____	_____	_____