

Name

*Last Revised: February 2020*

ULID

**COMPUTER SCIENCE  
VIDEO GAME DESIGN & DEVELOPMENT CONCENTRATION  
Curriculum for Students Entering Program: Fall 2019 and 2020  
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)	_____
CMPS	310	_____				ENGL lit	___	_____
CMPS	340	_____				HIST	___	_____
CMPS	341	_____	STAT	325/427	_____			
CMPS	351	_____						
CMPS	413	_____						
CMPS	430	_____	PHYS	201/7	_____	BHSC	___	_____
CMPS	450	_____	BIOL	110/121	_____	BHSC	___	_____
CMPS	453	_____	BIOL/PHYS	___	_____	ARTS	___	_____
CMPS	455	_____	SCI lab	___	_____			
CMPS	460	_____						
CMPS	490	_____				UNIV	100	_____
CMPS	___	_____						

**Concentration Requirements**

FREE	ELECT	<b>7 credit hrs</b> <i>this assumes UNIV 100 is three(3) credits</i>
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CMPS	327	_____			_____			_____
CMPS	427	_____			_____			_____
CMPS	315	_____			_____			_____
CMPS	432	_____			_____			_____
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\* Choose from: CMPS 358, 359, 360, 415, 420, 452, 497, 498, 499 or INFX 210, 499  
CMCN 365, ENGL 223, 325, 327  
THEA 251,300, VIAR 235, 236, 335, 365, 366, 465

\*\* Choose from STAT 417,454

**Prerequisites/Remedial**

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

**Other Courses**

_____	_____	_____
_____	_____	_____
_____	_____	_____

Notes