

Last Revised: August 2018

**COMPUTER SCIENCE
VIDEO GAME DESIGN & DEVELOPMENT CONCENTRATION
Curriculum for Students Entering Program: Fall 2019 or Later
Minimum: 120 Hours**

EECE	140	_____	MATH	270	_____	ENGL	101	_____
CMPS	150	_____	MATH	301	_____	ENGL	102	_____
CMPS	260	_____	MATH	362	_____	ENGL lit	___	_____
CMPS	261	_____				ENGL (fulfills	365 CMCN	_____ elective)
CMPS	310	_____						
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	
								7 credit hrs <i>this assumes UNIV 100 is three(3) credits</i>
CMPS	327	_____				_____	_____	_____
CMPS	427	_____				_____	_____	_____
CMPS	432	_____				_____	_____	_____
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- * Choose from: CMPS 315,358, 359, 360, 415, 420, 452, 497, 498, 499 or INFX 210
CMCN 365, ENGL 223, 325, 327
THEA 251,300, VIAR 235, 365, 366, 465
- ** Choose from STAT 417,454

Prerequisites/Remedial

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

Other Courses

_____	_____	_____
_____	_____	_____
_____	_____	_____