

Last Revised: October 2019

**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	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	
CMPS	327	_____				_____	_____	_____
CMPS	427	_____				_____	_____	_____
CMPS	315	_____				_____	_____	_____
CMPS	432	_____				_____	_____	_____
	*/**	_____				_____	_____	_____

7 credit hrs
this assumes
UNIV 100 is
three(3) credits

- * Choose from: CMPS 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

_____	_____	_____
_____	_____	_____
_____	_____	_____