

**EDINBORO UNIVERSITY OF PENNSYLVANIA**  
**CURRICULUM REQUIREMENTS**  
 Bachelor of Science  
**Major: Computer Science**  
 Concentration: Game and Virtual World Development (0441)

Student: \_\_\_\_\_ ID# @ \_\_\_\_\_ Term: \_\_\_\_\_

**I. GENERAL EDUCATION (44 SH)**

**A. Skills (13 SH)**

	SH	Grade	Date
ENGL101 College Writing Skills	3	_____	_____
ENGL102 Writ/Research	3	_____	_____
MATH107 Precalculus	4	_____	_____
CSCI125 Intro to Computer Science	3	_____	_____

**B. Core (22 SH)**

<b>1. Artistic Expression (3 SH)</b>	_____	_____	_____
<b>2. World Civilizations (3 SH)</b>	_____	_____	_____
<b>3. American Civilizations (3 SH)</b>	_____	_____	_____
<b>4. Human Behavior (3 SH)</b>	_____	_____	_____
<b>5. Cultural Diversity &amp; Social Pluralism (3SH)</b>	_____	_____	_____
<b>6. Ethics (3 SH)</b>	_____	_____	_____
<b>7. Natural Science (4 SH)</b>	_____	_____	_____
PHYS201 Physics I	4	_____	_____

**C. Distribution\* (9 SH)**

<b>1. Humanities &amp; Fine Arts (3 SH)</b>	_____	_____	_____
<b>2. Social &amp; Behavioral Sciences (3 SH)</b>	_____	_____	_____
<b>3. Science &amp; Math* (7 SH)</b>	_____	_____	_____
MATH275 Linear Algebra I	3	_____	_____

Three (3) semester hours in each of areas of distribution

\*Outside of Computer Science

**THIS IS NOT AN OFFICIAL TRANSCRIPT  
OF RECORD**

**II. SPECIALIZATION: COMPUTER SCIENCE\*\* (39 SH)**

**A. Required Computer Science Courses (33 SH)**

	SH	Grade	Date
CSCI130 Principles of Programming I	3	_____	_____
CSCI230 Principles of Programming II	3	_____	_____
CSCI312 Computer Architecture	3	_____	_____
CSCI330 Object Oriented Programming	3	_____	_____
CSCI340 Game Programming	3	_____	_____
CSCI360 Introduction to Graphics	3	_____	_____
CSCI370 Artificial Intelligence	3	_____	_____
CSCI380 Operating Systems	3	_____	_____
CSCI385 Data Structures/Analysis of Algorithms	3	_____	_____
CSCI440 Game Design and Development	3	_____	_____
CSCI485 Senior Project in Gaming	3	_____	_____

**B. Computer Science Electives (6 SH)**

Must be at the 300 level or higher – CSCI 475 recommended (CSCI496 **may not** be used to fulfill this requirement.)

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**III. REQUIRED MATHEMATICS COMPONENT\*\* (14 SH)**

	SH	Grade	Date
MATH211 Analytic Geometry/Calculus I	4	_____	_____
MATH212 Analytic Geometry/Calculus II	4	_____	_____
MATH270 Discrete Mathematics I	3	_____	_____
MATH300 App Stats/Data Analysis	3	_____	_____

**IV. REQUIRED ART COMPONENT (12 SH)**

	SH	Grade	Date
ART102 Three-Dimensional Design	3	_____	_____
ART268 Animation I	3	_____	_____
ART249 Computer Animation I	3	_____	_____
ART348 Computer Animation II	3	_____	_____

**V. FREE ELECTIVES (11 SH)**

	SH	Grade	Date
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

\*\*A grade of C or better must be obtained in all CSCI and MATH courses.

**NOTE: At most 12 computer science semester hours may be transferred into this degree program.**

**TOTAL# (120 SH)**

**#Note:** At least 42 semester hours must consist of advanced coursework