



Recommended Course Sequence

Bachelor of Science in Computer Science: Game & Virtual World Development Track (0441)

Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8
CSCI 125 Intro. to Computer Science	CSCI 230 Principles of Programming II (CSCI 130)	CSCI 330 Object-Oriented Programming (CSCI 230)	CSCI 340 Game Programming (CSCI 330)	CSCI 312 Organization and Architecture (CSCI 230)	CSCI 380 Operating Systems (CSCI 330)	CSCI 360 Computer Graphics (CSCI 230 and MATH 275)	CSCI 485 Senior Project in Game Development
CSCI 130 Principles of Programming I	PHYS 201 Physics I (4 Credits)	MATH 212 Analytic Geometry/ Calculus II (MATH 211; 4 Credits)	MATH 275 Linear Algebra I (MATH 211)	CSCI 370 Artificial Intelligence (CSCI 230)	CSCI 385 Data Structures & Analysis of Algorithms (CSCI 330 & MATH 270)	CSCI 440 Game Design & Development (CSCI 340 and MATH 211)	One General Education Distribution Class
MATH 107 PreCalculus (HS Alg. I & II & Trig. or MATH 105; 4 Credits)	MATH 211 Analytic Geometry/ Calculus I (4 Credits)	MATH 270 Discrete Mathematics I (MATH 211)	ART 268 Animation I (ART 102 & Permission)	MATH 300 App. Stats/Data Analysis (MATH 211)	ART 249 Computer Animation I (ART 347)	ART 348 Computer Animation II (ART 249)	One General Education Distribution Class
ENGL 101 College Writing Skills (ENGL 010 or Placement Test)	ENGL 102 Writing and Research Skills (ENGL 101 or Competency)	ART 102 3 - Dimensional Design	One General Education Core Class	One General Education Core Class	CSCI Elective (300+)	CSCI Elective (300+)	Free Elective (6 credits)
One General Education Core Class		One General Education Core Class	Free Elective	Free Elective	One General Education Core Class	One General Education Core Class	

 General Education Requirements

 Required Comp. Science Courses

 Free Electives

 Computer Science Electives

 Required Mathematics Courses

 Required Art Courses