

Department of Mathematics & Computer Science

BS Computer Science — Game & Virtual World Development Track

JOB OPPORTUNITIES

“During the four-year period 2002-2006, direct employment for the game industry grew at an annual rate of 4.4 percent per year. By 2009, it is expected that the industry will support over a quarter of a million American jobs. The average salary for direct employees is \$92,300, resulting in total national compensation of \$2.2 billion.”

Entertainment Software Association, 2008

<http://www.theesa.com>

*Software Engineer
Programmer / Analyst
Game Programmer
Game Designer
Project Manager
Game Tester*

THE DEPARTMENT

The Department of Mathematics & Computer Science is located in Doucette Hall. In support of the curriculum, the department maintains two laboratories: a teaching laboratory containing current Microsoft Developer's software and an open laboratory containing Fedora 10. In conjunction with the Department of Physics, the department also maintains a 24-node Beowulf cluster. Additionally, the close community enjoyed by our faculty and students encourages participation in faculty/student research projects.



**EDINBORO UNIVERSITY OF
PENNSYLVANIA**

CURRICULUM REQUIREMENTS

Introduction to Computer Science
Principles of Programming I
Principles of Programming II
Computer Architecture
Object-oriented Programming
Game Programming
Introduction to Graphics
Artificial Intelligence
Operating Systems
Data Structures/Analysis of Algorithms
Game Design and Development
Senior Project in Gaming
Three-Dimensional Design
Beginning Animation
Computer Animation I
Computer Animation II

RELATED REQUIREMENTS

Physics I
Analytical Geometry/Calculus I
Analytical Geometry/Calculus II
Linear Algebra I
Discrete Mathematics I
Applied Statistics /Data Analysis

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