

EDINBORO UNIVERSITY OF PENNSYLVANIA
CURRICULUM REQUIREMENTS

Bachelor of Science

Major: Computer Science—Game and Virtual World Development Track (0441)

Student: _____ ID# @ _____ Term: _____

I. GENERAL EDUCATION (51 SH)

	SH	Grade	Date
A. Skills (12 SH)			
ENGL101 College Writing Skills	3	_____	_____
ENGL102 Writ/Research	3	_____	_____
MATH107 Precalculus	4	_____	_____
CSCI130 Principles of Programming I	3	_____	_____

B. Core (22 SH)

- | | | | |
|--|--------|-------|-------|
| 1. Artistic Expression | (3 SH) | _____ | _____ |
| 2. World Civilizations | (3 SH) | _____ | _____ |
| 3. American Civilizations | (3 SH) | _____ | _____ |
| 4. Human Behavior | (3 SH) | _____ | _____ |
| 5. Cultural Diversity & Social Pluralism | (3SH) | _____ | _____ |
| 6. Ethics | (3 SH) | _____ | _____ |
| 7. Natural Science | (4 SH) | _____ | _____ |
| PHYS201 Physics I | 4 | _____ | _____ |

C. Distribution* (13 SH)

- | | | | |
|---------------------------------|--------|-------|-------|
| 1. Humanities & Fine Arts | (3 SH) | _____ | _____ |
| 2. Social & Behavioral Sciences | (3 SH) | _____ | _____ |
| 3. Science & Math* | (7 SH) | _____ | _____ |
| MATH211 Calculus I | 4 | _____ | _____ |
| MATH275 Linear Algebra I | 3 | _____ | _____ |

Six (6) semester hours with the same prefix in one area of Distribution and three (3) semester hours in each of the other two areas of Distribution.

*Outside of Computer Science

D. Health & Physical Education (3 SH)

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|-----------------------------|--------|-------|-------|
| 1. Health Lecture: _____ | 2 | _____ | _____ |
| And | | | |
| 2. Phy. Ed. Activity: _____ | 1 | _____ | _____ |
| Or | | | |
| Health Lecture & Activity | (3 SH) | _____ | _____ |

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

NOTE: A minimum of 40% (48 semester hours) of the entire program must be upper level courses (300 and above).

(Revised: September 2008; Approved: March 2009)
 (Effective: 200930)

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

	SH	Grade	Date
A. Required Computer Science Courses (33 SH)			
CSCI125 Intro to Computer Science	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.)

III. REQUIRED MATHEMATICS COMPONENT (10 SH)**

	SH	Grade	Date
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 Beginning Animation	3	_____	_____
ART347 Computer Animation I	3	_____	_____
ART348 Computer Animation II	3	_____	_____

V. FREE ELECTIVES (8 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)