

Recommended Course Sequence  
Bachelor of Science - Computer Science - Cybersecurity (0415)

Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	Semester 6	Semester 7	Semester 8
CSCI 130 Principles of Programming I (3 Credits)	CSCI 230 Principles of Programming II (3 Credits)	CSCI 312 Organization & Architecture (3 Credits)	MATH 270 Discrete Mathematics I (3 Credits)	CSCI 370 Artificial Intelligence (3 Credits)	CSCI 340 Game Programming (3 Credits)	CSCI 440 Game Design & Development (3 Credits)	CSCI 485 Senior Project in Game Development (3 Credits)
ENGL 101 College Writing Skills (3 Credits)	MATH 211 Analytic Geometry/Calculus I (4 Credits)	CSCI 330 Object-Oriented Programming (3 Credits)	ART 268 Animation I (3 Credits)	CSCI 385 Data Structures & Algorithms (3 Credits)	One General Education Class (3 Credits)	CSCI 360 Computer Graphics (3 Credits)	CSCI Elective
CSCI 125 Intro. to Computer Science (3 Credits)	ENGL 102 Research Writing (3 Credits)	MATH 212 Analytic Geometry/Calculus II (4 Credits)	One General Education Class (3 Credits)	ART 249 Computer Animation I (3 Credits)	One General Education Class (3 Credits)	ART 348 Computer Animation II (3 Credits)	Free Elective (3 Credits)
MATH 107 Precalculus (4 Credits)	PHYS 201 Physics I (4 Credits)	ART 102 Three-Dimensional Design (3 Credits)	One General Education Class (3 Credits)	Distribution 3 MATH 275 (3 Credits)	Free Elective (3 Credits)	STAT 300 Applied Statistics (3 Credits)	Free Elective (3 Credits)
One General Education Class (3 Credits)		One General Education Class (3 Credits)	One General Education Class (3 Credits)	One General Education Class (3 Credits)	Free Elective (3 Credits)	Free Elective (3 Credits)	

 General Education Requirements

 Major Requisites

 Free Electives

 CSCI Electives

 Related Requirements

Effective Winter 2020