

Computer Science (BS): Computer Gaming and Animation Design Option

Suggested Plan of Study

2021-2022 Catalog

Fall - Semester 1		Spring - Semester 2	
ENGL 1113 Composition I	3	ENGL 1123 Composition II	3
MATH 1525 Calculus I or MATH 2124 Applied Calculus	4	CSCI 2133 Game Development	3
*CSCI 2103/2101 Computer Science I/Lab	4	MATH 2033 Discrete Mathematics	3
GSTD 1002 Freshman Seminar	2	CSCI 2113/2111 Computer Science II/Lab	4
*HIST 1003 or 1013 World History I or II OR HIST 2013 or 2023 U.S. History I or II or PSCI 2003 American Government: National	3	ART 1103 Introduction to Game Development	3
Total Semester Hours	16	Total Semester Hours	16
Fall - Semester 3		Spring - Semester 4	
CSCI 3103 Data Structures and Algorithms	3	CSCI 3703 Computer Architecture	3
CSCI 3203 Assembler and Machine Organization	3	PHYS 2103/2101 College Physics II/Lab or PHYS 2213/2211 University Physics II/Lab	4
PHYS 2003/2001 College Physics I/Lab or PHYS 2203/2201 University Physics I/Lab	4	Biological Science choice/Lab BIOL 1043/1041 or BIOL 1203/1201	4
ART 1043 2D Design, ART 2183 Game Design Management, or ART 2193 Introduction to 3D Modeling Tools	3	MATH 1545 Calculus II, MATH 3143 Applied Probability and Statistics II, or MATH 4233 Data Science	3
MATH 3043 Applied Probability and Statistics I or MATH 4073 Introduction to Probability & Statistics	3	Fine Arts/Humanities (ENGL 2213, ENGL 2223, HUM 2003, HUM 2103, MUS 2003 or MUS 2013 or MUS 2023, PHIL 2403, THEA 2003, or Foreign Language)	3
Total Semester Hours	16	Total Semester Hours	17
Fall - Semester 5		Spring - Semester 6	
World Literature I/II (ENGL 2213 or ENGL 2223)	3	CSCI 3043 Game Studio Workshop	3
CSCI 3053 Fundamentals of Game Programming I	3	CSCI 3073 Fundamentals of Game Programming II	3
CSCI 3213 Computer Networking	3	CSCI 4133 Operating Systems	3
MATH 2753 Linear Algebra	3	ENGL 3023 Technical Writing	3
Social Science choice (ECON 2103, FIN 2003, GEOG 2003, PSCI 2003, PSYC 2003, SOC 1003, SOC 1013, or SOC 2003)	3	CSCI 4203 Data Modeling and Application	3
Total Semester Hours	15	Total Semester Hours	15
Fall - Semester 7		Spring - Semester 8	
CSCI 3913 Virtual Reality Workshop	3	CSCI 3233 Theory of Computation	3
CSCI 3153 Mobile Application Development	3	CSCI 3403 Artificial Intelligence	3
CSCI 3901 Special Topics in Computer Science or MGMT 4301 Special Topics in Management	1	CSCI 4153 Software Engineering	3
*HIST 1003 or 1013 World History I or II OR HIST 2013 or 2023 U.S. History I or II or PSCI 2003 American Government: National	3	CSCI 4923 Senior Project	3
CSCI 4163 Computer Graphics	3		
CSCI 4143 Programming Languages and Compilers	3		
Total Semester Hours	16	Total Semester Hours	12

Total hours required for major - 123

*Note: Must have six hours of history/government. Three hours must be World History I or II. Three hours must be U.S. History I, U.S. History II or American Government: National.

*CSCI 1102/1101 is a prerequisite for CSCI 2103 depending on computer experience.