

**BS Computer Science – Game & Virtual World Development Track (0441)**  
**Eight-semester sequence**

*First Semester*

CSCI125 Intro. To Computer Science (3)  
 CSCI130 Principles of Programming I (3)  
 ENGL101 College Writing Skills (3)  
 MATH107 PreCalculus (4)  
 Core (3)

TOTAL 16 sem. hrs.

*Second Semester*

CSCI230 Principles of Programming II (3)  
 ENGL102 Specialized College Writing and Research Skills (3)  
 MATH211 Analytical Geometry and Calculus I (4)  
 PHYS201 Physics I (4)

TOTAL 14 sem. hrs.

*Third Semester*

CSCI330 Object-Oriented Programming (3)  
 MATH212 Analytic Geometry & Calculus II (4)  
 MATH270 Discrete Mathematics I (3)  
 Free Elective (3)  
 Core (3)

TOTAL 16 sem. hrs.

*Fourth Semester*

CSCI312 Computer Architecture (3)  
 CSCI340 Game Programming (3)  
 MATH275 Linear Algebra I (3)  
 ART 102 Three-Dimensional Design (3)  
 Core (3)

TOTAL 15 sem. hrs.

*Fifth Semester*

CSCI370 Artificial Intelligence (3)  
 MATH300 App Statistical Methods and Data Analysis (3)  
 ART 268 Animation I (3)  
 Core (3)  
 Free Elective (3)

TOTAL 15 sem. hrs.

*Sixth Semester*

CSCI380 Operating Systems (3)  
 CSCI385 Data Structures & Analysis of Algorithms (3)  
 ART 249 Computer Animation I (3)  
 CSCI Elective (3)  
 Core (3)

TOTAL 15 sem. hrs.

**BS Computer Science – Game & Virtual World Development Track**  
**Eight-semester sequence**

*Seventh Semester*

CSCI 360 Computer Graphics (3)  
CSCI 440 Game Design and Development (3)  
ART 348 Computer Animation II (3)  
CSCI Elective (3)  
Core (3)

TOTAL 15 sem. hrs.

*Eighth Semester*

CSCI485 Senior Project in Game Development (3)  
Distribution (6)  
Free Elective (5)

TOTAL 14 sem. hrs.

(Revised: September 2008; Approved: March 2009)  
(Effective: Summer 2009; Printed: June 2012)