## COMPUTER SCIENCE

### VIDEO GAME DESIGN & DEVELOPMENT CONCENTRATION

Curriculum for Students Entering Program: Spring 2014 or Later

**Minimum: 120 Hours**

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<tr>
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<th>Course Title</th>
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**Concentration Requirements**

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** Choose from: CMPS 359 (Gaming Topic), 415, 420, 452, 499

** Prerequisites/Remedial**

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** Other Courses**

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** Last Revised: October 2014 **