

Name

ULID

**Last Revised:
May 2024**

**COMPUTER SCIENCE
VIDEO GAME DESIGN & DEVELOPMENT CONCENTRATION
Curriculum for Students Entering Program: Fall 2024
Minimum: 120 Hours**

EECE	140	MATH	270	ENGL	101	
CMPS	150	MATH	301	ENGL	102	
CMPS	260	MATH	362	ENGL	365	
CMPS	261					<i>(fulfills CMCN elective)</i>
CMPS	310			ENGL Lit		
CMPS	320	STAT	325/427	HIST		
CMPS	340					
CMPS	341					
CMPS	351	PHYS	201/207	BHSC		
CMPS	413	BIOL	110/121	BHSC		
CMPS	430	SCI		ARTS		
CMPS	450	Lab				
CMPS	453					
CMPS	455			UNIV	100	
CMPS	460					
CMPS	490					
CMPS				FREE	ELEC	3 hours^a

Concentration Requirements

CMPS	327
CMPS	427
CMPS	315
CMPS	432

*/**/**

* Choose from: CMPS 358, 359, 360, 415, 420, 452, 497, 498, 499 or INFX 210, 499
CMCN 365, ENGL 223, 325, 327
THEA 251,300, VIAR 235, 236, 335, 365, 366, 465

** Choose from STAT 417,454

Prerequisites/Remedials

MATH	↘
MATH	↘
MATH	↘↘
MATH	↘↘

↘ Options for College Algebra: MATH 103 and 104, or combined as MATH 105.
↘↘ Options for Pre-Calculus: MATH 109 and 110, or combined as MATH 143.

^aThis assumes UNIV 100 is three (3) credit hours and CMPS 310 is three (3) credit hours.

Notes