

### Computer Science Computer Game and Animation Design Option (B.S.)

Suggested Plan of Study		2013-2014 Catalog	
<b>Fall - Semester 1</b>		<b>Spring - Semester 2</b>	
ENGL 1113 Composition I	3	ENGL 1123 Composition II	3
***MATH 1525 Calculus I	5	MATH 1545 Calculus II	5
ART 1013 Drawing I	3	ART 1023 Three-Dimensional Design	3
ART 1043 Two-Dimensional Design	3	Social Science choice (ECON 2103, FIN 2003, GEOG 2003, PSCI 2003, PSYC 2003, SOC 1003 or SOC 2003)	3
GSTD 1002 Freshman Seminar	2	Fine Arts/Humanities (ART 2013, HUM 2003, MUS 2013, THEA 2003 or Foreign Language)	3
<b>Total Semester Hours</b>	<b>16</b>	<b>Total Semester Hours</b>	<b>17</b>
<b>Fall - Semester 3</b>		<b>Spring - Semester 4</b>	
World Literature I/II (ENGL 2213 or ENGL 2223)	3	Fine Arts/Humanities (ART 2013, HUM 2003, ENGL 2213, ENGL 2223, MUS 2013, PHIL 2403, or THEA 2003)	3
PHYS 2003/2001 College Physics I/Lab or PHYS 2203/2201 University Physics II/Lab	4	PHYS 2103/2101 College Physics II/Lab or PHYS 2213/2211 University Physics 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	CSCI 2113 Computer Science II	3
**CSCI 2103 Computer Science I	3	CSCI 2133 Game Development	3
ART 2123 Graphic Software Applications	3	CSCI 3203 Assembler and Machine Organization	3
<b>Total Semester Hours</b>	<b>16</b>	<b>Total Semester Hours</b>	<b>16</b>
<b>Fall - Semester 5</b>		<b>Spring - Semester 6</b>	
CSCI 3043 Game Modification Workshop	3	CSCI 3073 Fundamentals of Game Programming II	3
CSCI 3053 Fundamentals of Game Programming I	3	CSCI 3103 Data Structures and Algorithms	3
CSCI 3703 Computer Architecture	3	MATH 2753 Linear Algebra	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	Biological Science choice/Lab BSCI 1013/1011 or BIOL 1103/1101	4
UL CSCI Elective (recommend CSCI 3063)	3	UL CSCI Elective	3
<b>Total Semester Hours</b>	<b>15</b>	<b>Total Semester Hours</b>	<b>16</b>
<b>Fall - Semester 7</b>		<b>Spring - Semester 8</b>	
MATH 4073 Introduction to Probability & Statistics	3	CSCI 4133 Operating Systems	3
CSCI 4143 Programming Languages & Compilers	3	CSCI 4193 Game Development Senior Project	3
CSCI 4153 Software Engineering	3	UL CSCI Elective	3
CSCI 4163 Computer Graphics	3	UL CSCI Elective	3
<b>Total Semester Hours</b>	<b>12</b>	<b>Total Semester Hours</b>	<b>12</b>
Total hours required for major - 120			
CSCI Electives			
CSCI 3063 High Level Language		CSCI 4413 Web Programming	
CSCI 3133 Advanced UNIX/LINUX		CSCI 3403 Artificial Intelligence	
CSCI 3903 Special Topics in Computer Science		CSCI 4643 Computer Science Internship	
CSCI 4123 Computer Aided Manufacturing		MATH 4043 Numerical Analysis	
CSCI 4173 Computerized Simulations		MIS 3403 Database Management Systems	

\*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.  
\*\* Prerequisite for CSCI 2103 depending on computer experience, a student may substitute an elective.  
\*\*\* MATH 1023 and MATH 1033 are not required for students with a math ACT score of 26 or higher. With an ACT score of 21 or higher, a student may substitute MATH 1045 Pre-Calculus as preparation for MATH 1525.