

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

Suggested Plan of Study

2019-2020 Catalog

Fall - Semester 1		Spring - Semester 2	
ENGL 1113 Composition I	3	ENGL 1123 Composition II	3
***MATH 1525 Calculus I	5	MATH 1545 Calculus II	5
Fine Arts/Humanities (ART 2013, HUM 2003, MUS 2003 or MUS 2013, THEA 2003, or Foreign Language)	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 2103/2101 Computer Science I/Lab	4	CSCI 2113/2111 Computer Science II/Lab	4
GSTD 1002 Freshman Seminar	2		
<b>Total Semester Hours</b>	<b>17</b>	<b>Total Semester Hours</b>	<b>15</b>
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	*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
PHYS 2003/2001 College Physics I/Lab or PHYS 2203/2201 University Physics I/Lab	4	PHYS 2103/2101 College Physics II/Lab or PHYS 2213/2211 University Physics II/Lab	4
World Literature I/II (ENGL 2213 or ENGL 2223)	3	Biological Science choice/Lab BIOL 1043/1041 or BIOL 1203/1201	4
Social Science choice (ECON 2103, FIN 2003, GEOG 2003, PSCI 2003, PSYC 2003, SOC 1003 or SOC 2003)	3	Fine Arts/Humanities (ART 2013, HUM 2003, MUS 2003 or MUS 2013, or THEA 2003)	3
<b>Total Semester Hours</b>	<b>16</b>	<b>Total Semester Hours</b>	<b>17</b>
Fall - Semester 5		Spring - Semester 6	
CSCI 2133 Game Development	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	MATH 2033 Discrete Mathematics	3
CSCI 3901 Special Topics in Computer Science or MGMT 4301 Special Topics in Management	1	CSCI 4203 Data Modeling and Application	3
<b>Total Semester Hours</b>	<b>13</b>	<b>Total Semester Hours</b>	<b>15</b>
Fall - Semester 7		Spring - Semester 8	
MATH 4073 Introduction to Probability & Statistics	3	CSCI 3233 Theory of Computation	3
CSCI 3153 Mobile Application Development	3	CSCI 3403 Artificial Intelligence	3
CSCI 3913 Virtual Reality Workshop	3	CSCI 4153 Software Engineering	3
CSCI 4163 Computer Graphics	3	CSCI 4923 Senior Project	3
ENGL 3023 Technical Writing	3		
<b>Total Semester Hours</b>	<b>15</b>	<b>Total Semester Hours</b>	<b>12</b>

Total hours required for major - 120

\*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.

\*\*\* Math 1023 and MATH 1033 are not required for students with a math ACT score of 28 or higher. With an ACT score of 24 or higher, a student may substitute MATH 1045 Pre-Calculus as preparation for MATH 1525.