Your Four Year Plan

Year One

Get acquainted with the mathematics faculty. Complete MATH A108 and other recommended courses. Join a club or organization. Get involved with the campus community. Schedule a meeting with both your advisor and an Exercise and Sports Science faculty member.

Year Two

In the fall continue to complete math and other general education requirements. Schedule a meeting with your faculty advisor early in the semester to get to know them and about the department. Those interested in a strong research background should speak with their professors and advisor about our undergraduate research program. For those who are on a pre-professional track be sure to check in with your advisor regarding courses that you can take to ensure you are on track for your desired goals. Be sure to be attending two ICE events per semester.

Year Three

For those who are on a pre-professional track, be sure to speak with your faculty advisor about programs that you are interested in, and ensure you meet required deadlines and take the required exams for admittance. By this point you should be connected with a local industry to complete an internship in your field of study, and in an area that you wish to work post-graduation. Keep engaged with campus organizations and with campus activities. You should have completed half of your ICE events by this point. Your WPP will be due this spring, ensure you have that prepared.

Year Four

At this time you should be completing your degree. Check in with your advisor to ensure that you are on track for your desired graduation (Spring, Summer, Fall). They should work with you to complete your graduation application. Complete your ICE events this year, and schedule an appointment with career services to line up employment or graduate school (if you have not already) during this year.

Bachelor of Science

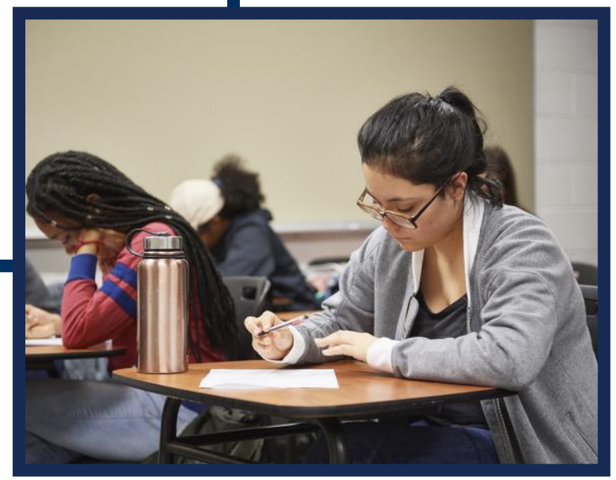
Computer Science

Applied Gaming

U of SC Aiken
Mathematical Sciences

Information about the Major

The curriculum provides a high-quality liberal arts foundation which focuses on computer science. Technical electives in business, computer science or engineering allow students to augment their studies in academic areas that most interest them.



The Bachelor of Science degree in Computer Science will provide you with a comprehensive understanding of the technology field, preparing students for real world experiences.

Collytte Medders

STEM Advisor

To learn more about the Applied Mathematics program visit us online.

U of SC Aiken
Mathematical Sciences

https://www.usca.edu/mathematical-sciences/majors-minors/applied-mathematics

Academic Advising

Collytte Medders

Professional STEM Academic Advisor

Connect with Collytte!

Email: **Collyttec@usca.edu**

Office Phone: **803-643-6819**

U of SC Aiken

Center for Student Achievement

Name:_____

VIP ID: _____

Course Requirements–B.S. Computer Science (Applied Gaming):2022—2023

General Education:			
Course Requirement	**Credit Hours**	**Semester**	**Grade**
English			
ENGL A101– Composition *	3		
ENGL A102-Composition & Literature *	3		
History of Western Civilization (HIST A101 or A102)			
HIST A10__	3		
Foreign Language (6-8 hrs. of same language)			
*	3-4		
+	3-4		
Oral Communication (COMM A201 or A241)			
COMM A_____*	3		
Mathematics			
MATH A122 Survey of Calculus with Apps*+	3		
MATH A174 Discrete Mathematics for Computer Science*+	3		
Social and Behavioral Sciences (6 hrs. —2 areas)			
PSYCH A101 Introductory Psychology*	3		
	3		
Humanities (9 hrs.—two different areas)			
	3		
	3		
	3		
American Political Institutions (POLI A201, HIST A201, HIST A202)			
	3		
Natural Sciences			
PHYS A201 General Physics I *+	4		
PHYS A202 General Physics II *+	4		
Three hours from Social & Behavioral Sciences or Humanities must be in Non-Western Studies			

The Center for Student Achievement

The staff in the Center for Student Achievement want you to be successful in your experience at USC Aiken. If there is something you need assistance with, please contact our office. The Center for Student Achievement is located on the first floor of the Gregg Graniteville Library behind the Learning Commons in suite 106.

Major Requirements:			
Core Requirements	**Credit Hours**	**Semester**	**Grade**
CSCI A125 Introduction to Computer Concepts *+	3		
CSCI A145 Introduction to Algorithmic Design *+	4		
CSCI A146 Introduction to Algorithmic Design II *+	4		
CSCI A220 Data Structures and Algorithms *+	3		
CSCI A225 Web Development *+	3		
CSCI A255 Introduction to Information Security *+	3		
CSCI A320 Object-Oriented Programming *+	3		
CSCI A350 Computer Graphics *+	3		
CSCI A360 Software Engineering *+	3		
CSCI A520 Database System Design *+	3		
Math A344 Linear Algebra for Computer Science *+	3		
Applied Gaming Concentration			
ARTS A380 3D and Animation *+	3		
CSCI A210 Introduction to Comp. Organization *+	3		
CSCI A275 Physics Engine Integration *+	3		
CSCI A375 Introduction to Haptics *+	3		
EDET A603 Design and Development Tools*+	3		
EDET A652 Design & Eval. of Games & Simulation*+	3		
PSYCH A450 Sensation and Perception *+	3		
Technical Elective– Choose one of the following courses: CSCI A101, A209, A330, A376, A399, A411, A415, A492, A520, A550, A562.			
CSCI ___ *+	3		
Capstone—6 hrs.			
CSCI A591 Capstone Seminar I *+	3		
CSCI A592 Capstone Seminar II *+	3		
Free Electives—6-8 hours			

Inter-Curricular Events (ICE)		
Events for Graduation (16)		
1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	**Shade in as you go!**	

WPP Date:	
WPP Score:	

Non-Western Course (1 course)	
Semester:	

Writing-Intensive Courses	
Required for Graduation (3)	
Semester:	
Semester:	
Semester:	
Mark as you go!	

*must pass course with “C” or better

+pre-rec required

Academic Advisors
Advisor One (Fill in below)
Advisor Two (Fill in below)