

APPLIED COMPUTER SCIENCE CURRICULUM SHEET

Applied Gaming Concentration

FRESHMAN (31)

FALL			SPRING		
MATH 122	Survey of Calculus	3	MATH 174	Discrete Mathematics	3
CSCI 125	Introduction to Computer Science	3	ENGL 102	Rhetoric & Composition	3
ENGL 101	Critical Reading & Comp.	3	CSCI 145	Algorithmic Design I	4
GEN ED	HIST 101 or 102	3	GEN ED	Humanities	3
ELECTIVE	Free Elective	<u>3</u>	GEN ED	PSYCH A101	<u>3</u>
		15			16

SOPHOMORE (33)

FALL			SPRING		
CSCI 210	Intro. to Computer Organization	3	CSCI 220	Data Structures & Algor.	3
CSCI 146	Algorithmic Design II	4	CSCI 320	Object-Oriented Programming	3
PHYS 201	General Physics I	4	CSCI 360	Software Engineering	3
MATH 344	Linear Algebra for CS and Eng.	3	PHYS 202	General Physics II	4
GEN ED	Tier 2 course	3	GEN ED	ARTS 102	<u>3</u>
		17			16

JUNIOR (30)

FALL			SPRING		
CSCI 255	Introduction to Information Security	3	CSCI 350	Computer Graphics	3
CSCI 275	Physics Engine Integration	3	CSCI 375	Introduction to Haptics	3
CSCI 225	Web Development	3	EDET 603	Design & Development Tool I	3
ARTS 380	3D and Animation	3	GEN ED	Tier 2 course	3
GEN ED	COMM 201/241	<u>3</u>	ELECTIVE	CSCI Technical Elective	<u>3</u>
		15			15

SENIOR (25)

FALL			SPRING		
CSCI 591	Capstone Seminar I	3	CSCI 592	Capstone Seminar II	3
EDET 652	Design and Eval. Of Games & Sims	3	GEN ED	Humanities	3
GEN ED	POLI 201, HIST 201/202	3	ELECTIE	CSCI Technical Elective	3
PSYC 450	Sensation & Perception	3	ELECTIE	CSCI Technical Elective	<u>3</u>
		<u>12</u>	ELECTIVE	Free Elective	<u>1</u>
					13

Total Hours 120

TECHNICAL ELECTIVES

Departmental Approval

ADDITIONAL REQUIREMENTS

Three Writing Intensive Courses (at least one in major)
One 3-Credit Non-Western World Studies Course Satisfactory