

Bachelor of Science in Applied
Computer Science
Concentration in Gaming and Simulation



**Mathematical Sciences
and Engineering**
University of South Carolina Aiken

First Year

1st Semester (15 hrs)			2nd Semester (16 hrs)		
Course	Title	hrs	Course	Title	hrs
ENGL A101	Composition	3	ENGL A102	Composition and Literature	3
MATH A122	Survey of Calculus	3	MATH A174	Discrete Mathematics for CS	3
GEN ED	HIST A101 or HIST A102	3	CSCI A145	Algorithmic Design I	4
CSCI A125	Intro to Computer Science	3	GEN ED	Humanities	3
ELEC	Free Elective	3	PSYC A101	General Education	3

Second Year

1st Semester (17 hrs)			2nd Semester (16 hrs)		
Course	Title	hrs	Course	Title	hrs
CSCI A210	Intro to Comp Organization	3	CSCI A220	Data Structures & Algor.	3
CSCI A146	Algorithmic Design II	4	CSCI A320	Object-Oriented Programming	3
PHYS A201	General Physics I	4	CSCI A360	Software Engineering	3
MATH A344	Linear Algebra for CS and Eng.	3	PHYS A202	General Physics II	4
College Req.	Elective	3	ARTS A102	Digital Foundations	3

Third Year

1st Semester (15 hrs)			2nd Semester (15 hrs)		
Course	Title	hrs	Course	Title	hrs
CSCI A255	Intro to Information Security	3	CSCI A350	Computer Graphics	3
CSCI A275	Physics Engine Integration	3	CSCI A375	Introduction to Haptics	3
CSCI A225	Web Development	3	EDET A603	Design & Development Tools I	3
ARTS A380	3D and Animation	3	College Req.	Elective	3
GEN ED	COMM A201 or COMM A241	3	ELEC	CSCI Technical Elective	3

Fourth Year

1st Semester (12 hrs)			2nd Semester (14 hrs)		
Course	Title	hrs	Course	Title	hrs
CSCI A591	Capstone Seminar I	3	CSCI A592	Capstone Seminar II	3
EDET A652	Design & Eval. Games & Sims	3	GEN ED	Humanities	3
GEN ED	POLI A201, HIST A201/A202	3	ELEC	CSCI Technical Elective	3
PSYC A450	Sensation & Perception	3	ELEC	CSCI Technical Elective	3
			ELEC	Free Elective	2