Bachelor of Science in Applied Computer Science Gaming and Simulation Concentration

Computer Science, Engineering and Mathematics
University of South Carolina Aiken

First Year

1st Semester (15 hrs)

Course	Title	hrs
ENGL A101	Composition	3
MATH A122	Survey of Calculus	3
GEN ED	HIST A101 or HIST A102	3
CSCI A125	Intro to Computer Science	3
ELEC	Free Elective	3

2nd Semester (16 hrs)

Course	Title	hrs
ENGL A102	Composition and Literature	3
MATH A174	Discrete Mathematics for CS	3
CSCI A145	Algorithmic Design I	4
GEN ED	Humanities	3
GEN ED	PSYC A101	3

Second Year

1st Semester (17 hrs)

Course	Title	hrs
CSCI A210^	Intro to Comp Organization	3
CSCI A146	Algorithmic Design II	4
PHYS A201	General Physics I	4
MATH A344	Linear Algebra for CS and Eng.	3
College Req.	Elective	3

2nd Semester (16 hrs)

Course	Title	hrs
CSCI A220	Data Structures & Algor.	3
CSCI A320	Object-Oriented Programming	3
CSCI A360*	Software Engineering	3
PHYS A202	General Physics II	4
ARTS A102	Digital Foundations	3

Third Year

1st Semester (15 hrs)

Course	Title	hrs
CSCI A255	Intro to Information Security	3
CSCI A275^	Physics Engine Integration	3
CSCI A225^	Web Development	3
ARTS A380	3D and Animation	3
GEN ED	COMM A201 or COMM A241	3

2nd Semester (15 hrs)

Course	Title	hrs
CSCI A350*	Computer Graphics	3
CSCI A375*	Introduction to Haptics	3
EDET A603	Design & Development Tools I	3
College Req.	Elective	3
TECH ELEC	Technical Elective	3

Fourth Year

1st Semester (12 hrs)

Course	Title	hrs
CSCI A591^	Capstone Seminar I	3
EDET A652	Design & Eval. Games & Sims	3
GEN ED API	POLI A201, HIST A201/A202	3
PSYC A450	Sensation & Perception	3

2nd Semester (14 hrs)

Course	Title	hrs
CSCI A592*	Capstone Seminar II	3
GEN ED	Humanities	3
TECH ELEC	Technical Elective	3
TECH ELEC	Technical Elective	3
ELEC	Free Elective	2

^Fall only   *Spring only   +Varies   Course frequency notes are subject change and do not include courses managed by other departments.