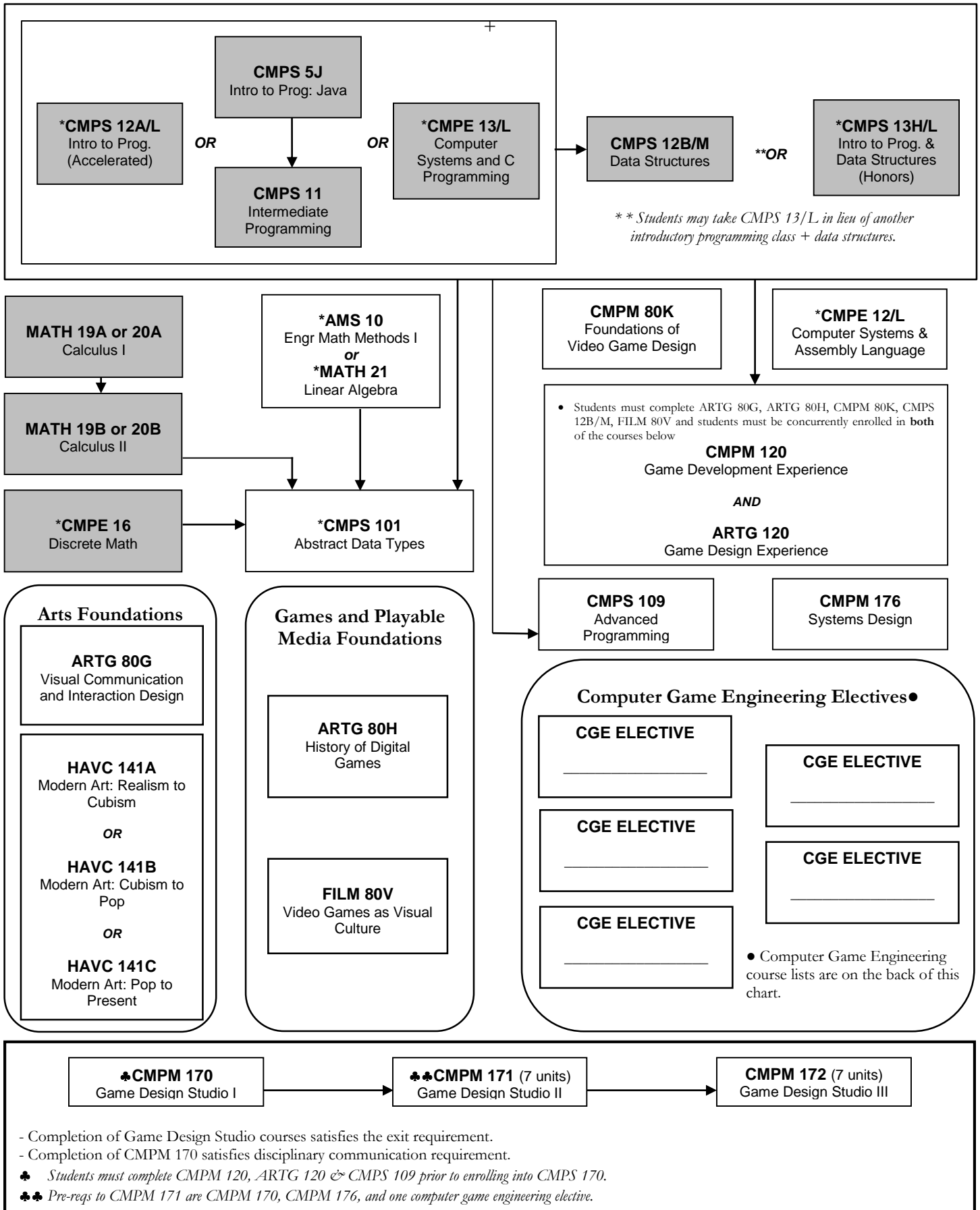


Computer Game Design B.S. Degree 2015-16 Curriculum Chart



Notes:

* Check catalog/SOE course descriptions for additional prerequisites.

Computer Game Design B.S. Degree 2015-16 Curriculum Chart

Fall _____	Winter _____	Spring _____	Summer _____

Fall _____	Winter _____	Spring _____	Summer _____

Fall _____	Winter _____	Spring _____	Summer _____

Fall _____	Winter _____	Spring _____	Summer _____

Computer Game Engineering Electives

AMS:

AMS 131	CMPM 177	CMPS 122
AMS 147	CMPM 178	CMPS 128
	CMPM 179 ♪	CMPS 129

CMPE:

CMPE 110	CMPS:	CMPS 130
CMPE 112	CMPS 102	CMPS 132
CMPE 113	CMPS 104A	CMPS 140
CMPE 118/L	CMPS 104B	CMPS 142
CMPE 131	CMPS 105	CMPS 143
CMPE 150/L	CMPS 111	CMPS 160/L
	CMPS 112	CMPS 161/L
	CMPS 115	CMPS 162/L

CMPM:

CMPM 146	CMPS 116	CMPS 165
CMPM 147	CMPS 117	CMPS 166A
CMPM 148	CMPS 119	CMPS 180
CMPM 164/L	CMPS 121	CMPS 181
		CMPS 183

♪ Can be repeated, but may only satisfy an elective once.

Please note that some Computer Game Engineering electives may have pre-requisites that are not already satisfied by courses required in the major.

Student Name:

Staff Advisor:

Faculty Advisor: