Computer Game Design B.S. Degree
2016-17 Curriculum Chart

CMPS 12A/L
Intro to Prog. (Accelerated)

OR

CMPS 11
Intermediate Programming

OR

CMPS 13/L
Computer Systems and C Programming

CMPS 12B/M
Data Structures

**OR

CMPS 13H/L
Intro to Prog. & Data Structures (Honors)

* * Students may take CMPS 13/L in lieu of another introductory programming class + data structures.

*MATH 19A or 20A
Calculus I

MATH 19B or 20B
Calculus II

*CMPE 16
Discrete Math

*AMS 10
Engr Math Methods I

or

*MATH 21
Linear Algebra

*CMPS 5J
Intro to Prog: Java

*CMPS 101
Abstract Data Types

CMMP 80K
Foundations of Video Game Design

*CMPE 12/L
Computer Systems & Assembly Language

*Students must complete ARTG 80I or ARTG 80H, CMPS 80K, CMPS 12B/M, FILM 80V and students must be concurrently enrolled in both of the courses below

CMMP 120
Game Development Experience

AND

ARTG 120
Game Design Experience

CMPP 109
Advanced Programming

CMPP 176
Systems Design

CGE ELECTIVE

CGE ELECTIVE

CGE ELECTIVE

CGE ELECTIVE

CGE ELECTIVE

CMPP 170
Game Design Studio I

CMPP 171 (7 units)
Game Design Studio II

CMPP 172 (7 units)
Game Design Studio III

- Completion of Game Design Studio courses satisfies the exit requirement.
- Completion of CMPP 170 satisfies disciplinary communication requirement.
- Students must complete CMPP 120, ARTG 120, CMPS 101, CMPS 109, CMPP 80K and two CGE Electives

Notes:
* Check catalog/SOE course descriptions for additional prerequisites.

http://ua.soe.ucsc.edu • advising@soe.ucsc.edu • (831) 459-5840 • 7/6/2016
# Computer Game Design B.S. Degree
## 2016-17 Curriculum Chart

<table>
<thead>
<tr>
<th>Fall</th>
<th>Winter</th>
<th>Spring</th>
<th>Summer</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Fall</th>
<th>Winter</th>
<th>Spring</th>
<th>Summer</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Fall</th>
<th>Winter</th>
<th>Spring</th>
<th>Summer</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

## Computer Game Engineering Electives

<table>
<thead>
<tr>
<th>AMS:</th>
<th>CMPE:</th>
<th>CMPS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>AMS 131</td>
<td>CMPE 110</td>
<td>CMPS 119</td>
</tr>
<tr>
<td>AMS 147</td>
<td>CMPE 112</td>
<td>CMPS 120</td>
</tr>
<tr>
<td>CMPE 117</td>
<td>CMPE 113</td>
<td>CMPS 121</td>
</tr>
<tr>
<td>CMPE 178</td>
<td>CMPE 114</td>
<td>CMPS 122</td>
</tr>
<tr>
<td>CMPE 179</td>
<td>CMPE 115</td>
<td>CMPS 123</td>
</tr>
</tbody>
</table>

*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.

## Notes:

- All students admitted to a School of Engineering major, or seeking admission to a major, must take all courses required for that major for a letter grade.

- Courses in which you receive a grade of C-, D+, D, or D- earn credit toward graduation, but cannot be used to satisfy a major requirement or a general education requirement, and cannot satisfy a prerequisite for another course.

- The School of Engineering has different major declaration deadlines than the UCSC Academic/Administrative calendar. Our deadlines and process can be found on: [http://ua.soe.ucsc.edu/declare](http://ua.soe.ucsc.edu/declare)

- Shaded boxes represent foundation courses. Major qualification requirements for this major can be found at: [https://ua.soe.ucsc.edu/major-qualification](https://ua.soe.ucsc.edu/major-qualification)