Computer Science BS: Computer Game Design
Curriculum Chart
2009-2010

COMPLETE EITHER
CMPS 12A/L or CMPS 5J & CMPS 11

* CMPS 12A/L
Intro to Programming
(Accelerated)

* CMPS 5J
Intro to Prog: Java

CMPS 11
Intermediate Prog.

CMPS 12B/M
Data Structures

CMPS 109
Advanced Programming

* CMPS 101
Abstract Data Types

CMPS 20
Game Design Experience

* CMPS 12B/M
Data Structures

* CMPE 16
Discrete Math

* CMPE 12/L
Computer Systems
& Assembly Language

MATH 19B or
20B
Calculus

* AMS 10
Engr Math Methods I or
* MATH 21
Linear Algebra

ART AND SOCIAL FOUNDATIONS ELECTIVES •
A&S List ELECTIVE

GAME ENGINEERING ELECTIVES •
CGE List ELECTIVE

* CMPS 11
Intermediate Prog.

DM List ELECTIVE

DIGITAL MEDIA ELECTIVES •
A&S List ELECTIVE

CGE List ELECTIVE

* CMPS 12A/L
Intro to Prog: Java

CGE List ELECTIVE

DM List ELECTIVE

* CMPS 80K
Foundations of Game Design
(recommended 08-09 but not required)

* AM 19A or 20A
Calculus

* PHYS 5A/L or 6A/L
Intro to Physics I Mechanics

* CMPS 12
Intro to Programming

* CMPE 16
Discrete Math

* CMPE 12/L
Computer Systems
& Assembly Language

* AMS 10
Engr Math Methods I or
* MATH 21
Linear Algebra

ETHICS ELECTIVE •

* CMPS 5J
Intro to Prog: Java

* CMPS 101
Abstract Data Types

* AMS 10
Engr Math Methods I or
* MATH 21
Linear Algebra

CMPS 170
Game Design Studio I

CMPS 171
Game Design Studio II

CMPS 172
Game Design Studio III

=All elective course lists are on the back
* =Check catalog and SoE prerequisite chart for additional prerequisites

www.soe.ucsc.edu/advising/undergraduate :: advising@soe.ucsc.edu :: (831) 459-5840 :: 6/24/2009
# COMPUTER SCIENCE BS: COMPUTER GAME DESIGN CURRICULUM

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## Ethics Requirement
- CMPE 80E
- PHIL 22
- PHIL 24
- PHIL 28
- BME 80G

## DM Electives
- FILM 130
- FILM 136C
- FILM 150
- FILM 170A
- FILM 171D
- FILM 173
- FILM 177
- FILM 189
- ART 118
- THEA 105
- THEA 114
- THEA 157
- MUS 123
- MUS 124
- MUS 125
- Any 5 unit DANM course (instructor approval required)

## ART & SOCIAL FOUNDATION ELECTIVES
Complete 3 of the following electives (each must be chosen from a different list):

### Art Electives
- Art 10G
- Art 10H
- Art 80A
- Art 80F

### Film Electives
- Film 20A
- Film 20C
- Film 20P

### Music Electives
- Music 11A, 11B
- 11C, 11D, 80C, 80L, 80M, or 80R

### Theatre Electives
- Thea 10, 18, 19, 20
- 30, 40, 80E, or 80L

### Economics Electives
- Econ 1, 2 or 80H

## CGE Electives
- AMS
  - AMS 131
  - AMS 147
- CMPE
  - CMPE 110
  - CMPE 112
  - CMPE 113
  - CMPE 117/L
  - CMPE 118/L
  - CMPE 131
  - CMPE 150/L
- CMPS
  - CMPS 102
  - CMPS 104A
  - CMPS 104B
  - CMPS 105
  - CMPS 111
  - CMPS 112
  - CMPS 115
  - CMPS 116
  - CMPS 122
  - CMPS 128
  - CMPS 129
  - CMPS 130
  - CMPS 132
  - CMPS 140
  - CMPS 142
  - CMPS 146
  - CMPS 148
  - CMPS 160/L
  - CMPS 161/L
  - CMPS 164/L
  - CMPS 166A
  - CMPS 180
  - CMPS 181
  - CMPS 183

Please note that some Digital Media and Computer Game electives may have pre-requisites that are not already satisfied by courses required in the CS Game Design major.

## Student's Information

- **STUDENT'S NAME:**
- **STAFF ADVISOR:**
- **FACULTY ADVISOR:**

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