Computer Game Design
Curriculum Chart
2010-2011

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 20
Game Design Experience

* MATH 19A or 20A
Calculus

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

CMPS 80K
Foundations of Game Design
(Not required for junior transfer students)

MATH 19B or 20B
Calculus

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

* CMPE 12/L
Computer Systems & Assembly Language

* = Check catalog/SoE course descriptions for additional prerequisites

GAME ENGINEERING ELECTIVES •

CGE List ELECTIVE
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* CMPS 170
Game Design Studio I

CMPS 171
Game Design Studio II

CMPS 172 +
Game Design Studio III

DIGITAL MEDIA ELECTIVE •

CGE List ELECTIVE
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CGE List ELECTIVE
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CGE List ELECTIVE
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* CMPS 80K
Foundations of Game Design
(Not required for junior transfer students)

* CMPS 11
Intermediate Prog.

ETHICS ELECTIVE •

* = All elective course lists are on the back
* = Check catalog/SoE course descriptions for additional prerequisites
+ = Completion of the Game Design Studio courses satisfies the exit requirement

ART AND SOCIAL FOUNDATIONS ELECTIVES •

A&S List ELECTIVE
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A&S List ELECTIVE
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A&S List ELECTIVE
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A&S List ELECTIVE
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Shaded boxes represent foundation courses
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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 166
- 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 NAME:**

**STAFF ADVISOR:**

**FACULTY ADVISOR:**