Computer Game Design
Curriculum Chart
2011-2012

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

* CMPE 16
Discrete Math

* CMPS 101
Abstract Data Types

CMPS 20
Game Design Experience

CMPS 80K
Foundations of Game Design

* MATH 19A or 20A
Calculus

MATH 19B or 20B
Calculus

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

ETHICS
ELECTIVE •

GAME ENGINEERING ELECTIVES •

CGE List
ELECTIVE
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CGE List
ELECTIVE
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CGE List
ELECTIVE
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CGE List
ELECTIVE
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DIGITAL MEDIA
ELECTIVE •

CGE List
ELECTIVE
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CGE List
ELECTIVE
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CGE List
ELECTIVE
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DM List
ELECTIVE
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DM List
ELECTIVE
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DM List
ELECTIVE
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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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* = Check catalog/SoE course descriptions for additional prerequisites
+ = Completion of the Game Design Studio courses satisfies the exit requirement

= All elective course lists are on the back

http://ua.soec.ucsc.edu :: advising@soec.ucsc.edu :: (831) 459-5840 :: 10/3/11
### 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
- CMPS 25

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

**Film Electives**
- Film 20A
- Film 20C
- Film 20P

**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 121*
  - 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 162/L
  - CMPS 164/L
  - CMPS 166A
  - CMPS 179
  - CMPS 180
  - CMPS 181
  - CMPS 183

*Can be repeated but only counts as an elective once.

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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.