Computer Game Design
Curriculum Chart
2012-2013

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

* CMPE 16
Discrete Math

* CMPS 101
Abstract Data Types

CMPS 20
Game Design Experience

MATH 19B or 20B
Calculus

* MATH 19A or 20A
Calculus

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

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

ETHICS ELECTIVE ●

ART AND SOCIAL FOUNDATIONS ELECTIVES ●

A&S List ELECTIVE

GAME ENGINEERING ELECTIVES ●

CGE List ELECTIVE

CGE List ELECTIVE

CGE List ELECTIVE

CGE List ELECTIVE

CGE LIST ELECTIVE

DM List ELECTIVE

DIGITAL MEDIA ELECTIVE ●

DM List ELECTIVE

DM List ELECTIVE

DM List ELECTIVE

A&S List ELECTIVE

A&S List ELECTIVE

A&S List ELECTIVE

A&S List ELECTIVE

* CMPS 170
Game Design Studio I

CMPS 171
Game Design Studio II

CMPS 172 +
Game Design Studio III

Shaded boxes represent foundation courses

* =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

http://ua.soe.ucsc.edu :: advising@soe.ucsc.edu :: (831) 459-5840 ::9/7/12
## 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
- ART 103
- ART 146
- DANM131
- DANM 132
- DANM 133
- FILM 130
- FILM 136C
- FILM 150
- FILM 170A
- FILM 171D
- FILM 173
- FILM 177
- FILM 189
- MUS 123
- MUS 124
- MUS 125
- THEA 105
- THEA 114
- THEA 157

### ART & SOCIAL FOUNDATION ELECTIVES
- Complete 3 of the following electives (each must be chosen from a different list):
  - **Art Electives**
    - Art 10A
    - Art 10B
    - Art 20A
    - Art 20B
    - CMPS 25
  - **Film Electives**
    - Film 20A
    - Film 20C
    - Film 20P
    - Film 80 (Any level)
  - **Music Electives**
    - Music 11A, 11B
    - 11C, 11D, 80C,
    - 80L, 80M, or 80R
  - **Theatre Electives**
    - Thea 10, 18, 19, 20
    - 30, 40, 80E, or 80L

### 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
  - CMPE 156/L
- CMPS
  - CMPS 102
  - CMPS 104A
  - CMPS 104B
  - CMPS 105
  - CMPS 111
  - CMPS 112
  - CMPS 115
  - CMPS 116
  - CMPS 117
  - CMPS 119
  - 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.

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: