Computer Game Design BS Degree
Curriculum Chart: 2013-2014

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

* CMPS 11
  Intermediate Programming

* CMPS 5J
  Intro to Prog: Java

* CMPS 13/L
  Computer Systems & C Programming

CMPS 12B/M
  Data Structures

*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

MATH 19B or 20B
  Calculus

*CMPE 16
  Discrete Math

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

CMPS 80K
  Foundations of Game Design

CMPS 20
  Game Design Experience

*CMPE 12/L
  Computer Systems & Assembly Language

*PHYS 5A/L or 6A/L
  Mechanics

*CMPS 101
  Abstract Data Types

CMPS 109
  Advanced Programming

ETHICS ELECTIVE

ART AND SOCIAL FOUNDATION ELECTIVES •

A&S ELECTIVE

A&S ELECTIVE

A&S ELECTIVE

DIGITAL MEDIA ELECTIVES •

DM ELECTIVE

DM ELECTIVE

GAME ENGINEERING ELECTIVES •

CGE ELECTIVE

CGE ELECTIVE

CGE ELECTIVE

CGE ELECTIVE

*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/SoE course descriptions for additional prerequisites
+ = Completion of the Game Design Studio courses satisfies the exit requirement
**Computer Game Design BS Degree**

**Curriculum Chart: 2013-2014**

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**Ethics Requirement:**
- BME 80G
- CMPE 80E
- PHIL 22

**Art & Social Foundation Electives**

Complete 3 electives, each must be chosen from a different list.

- **Art Electives:**
  - ART 10A
  - ART 10B
  - ART 20A
  - ART 20B
  - CMPS 25
  - CMPS 26

- **Music Electives:**
  - MUSC 11A
  - MUSC 11B
  - MUSC 11C
  - MUSC 11D
  - MUSC 80C
  - MUSC 80L
  - MUSC 80M
  - MUSC 80R

- **Film Electives:**
  - FILM 20A
  - FILM 20B
  - FILM 20C
  - FILM 20P
  - FILM 80 (Any level)

- **Economics Electives:**
  - ECON 1
  - ECON 2
  - ECON 80H

- **Theatre Electives:**
  - THEA 10
  - THEA 18
  - THEA 19
  - THEA 20
  - THEA 30
  - THEA 40
  - THEA 80E
  - THEA 80L

**Digital Media Electives:**
- ART 102
- FILM 171D
- ART 103
- FILM 171G
- ART 107
- FILM 173
- DANM 131
- FILM 177
- DANM 132
- FILM 189
- DANM 133
- MUSC 123
- FILM 130
- MUSC 124
- FILM 136C
- MUSC 125
- FILM 150
- THEA 105
- FILM 170A
- THEA 114
- FILM 171C
- THEA 157

*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.

**CGE Electives:**

- **AMS:**
  - AMS 131
  - AMS 147

- **CMPE:**
  - CMPE 110
  - CMPE 131
  - CMPE 112
  - CMPE 150/L
  - CMPE 113
  - CMPE 151
  - CMPE 117/L
  - CMPE 156/L
  - CMPE 118/L

- **CMPS:**
  - *Can be repeated, but only counts as elective once.
  - CMPS 102
  - CMPS 132
  - CMPS 104A
  - CMPS 140
  - CMPS 104B
  - CMPS 142
  - CMPS 105
  - CMPS 146
  - CMPS 111
  - CMPS 148
  - CMPS 112
  - CMPS 160/L
  - CMPS 115
  - CMPS 161/L
  - CMPS 116
  - CMPS 162/L
  - CMPS 117
  - CMPS 164/L
  - CMPS 119
  - CMPS 166A
  - CMPS 121*
  - CMPS 179*
  - CMPS 122
  - CMPS 180
  - CMPS 128
  - CMPS 181
  - CMPS 129
  - CMPS 183
  - CMPS 130

**STUDENT’S NAME:**

**STAFF ADVISOR:**

**FACULTY ADVISOR:**

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