Computer Science BS: Computer Game Design
Curriculum Chart
2008-2009

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 101
Abstract Data Types

* CMPE 16
Discrete Math

* CMPE 12/L
Computer Systems & Assembly Language

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

* MATH 19A or 20A
Calculus

MATH 19B or 20B
Calculus

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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DM List ELECTIVE
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DIGITAL MEDIA ELECTIVES •

CGE 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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CMPS 120
Game Design Studio I

CMPS 171
Game Design Studio II

CMPS 172
Game Design Studio III

*A&S List ELECTIVE
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=All elective course lists are on the back
=Check catalog and SoE prerequisite chart for additional prerequisites

Shaded boxes represent foundation courses
## 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 170A
- FILM 177
- FILM 171D
- ART 118
- THEA 157
- Any 5-unit upper division DANM course (requires approval of instructor)

**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

**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
- AMS 162
- CMPE
- CMPE 110
- CMPE 112
- CMPE 113
- CMPE 117/L
- CMPE 118/L
- CMPE 150/L
- CMPS
- CMPS 102
- CMPS 105
- CMPS 111
- CMPS 128
- CMPS 130
- CMPS 140
- 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 Name:**

**Staff Advisor:**

**Faculty Advisor:**