Interactive Game Design Depth Sequence

The depth sequence provides an in-depth introduction to the design and technology of interactive computer video games, with emphasis on the core Computer Science knowledge areas.

In addition to the above requirements students must complete
A) Five upper division core courses
B) Two upper division game engineering electives from the list below
C) One free upper division elective from the Theory and Practice list

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Course Prerequisites:

- Math 19A placement or AMS 3 or Math 3 or 11A
- CMPS 12A/L Intro to Programming
- CMPS 12A/L Data Structures
- Math 19A or Math 3 or Math 11A
- CMPE 16 Discrete Math
- CMPS 101 Abstract Data Types
- CMPS 12B/M, CMPE 16, Math 19B, Math (see below)
- CMPS 101
- AMS 3 or Math 23A Calculus
- CMPS 12A/L or experience
- CMPE 12/L Computer Systems & Assembly Language
- CMPS 101
- CMPS 105 Systems Programming
- CMPS 101
- CMPS 115 Software Methodology
- CMPS 101
- CMPS 130 Computational Models
- CMPS 101
- CMPS 140 Artificial Intelligence
- CMPS 101, 130
- CMPS 160/L Intro to Computer Graphics
- CMPS 101, Math 21 or AMS 27/L
- CMPE 150 Intro to Computer Networks
- CE 12/L, CMPS 101
- CMPS 161/L Visualization and Computer Animation
- CMPS 180 Database Systems
- CMPS 150 Intro to Computer Networks
- CMPS 128 Distributed Systems: File Sharing, Online Gaming, and More
- CMPE 167/L Sensing and Sensor Technologies
- FILM 170A - Narrative Workshop
- FILM 170D - Social Information Spaces
- FILM 177 Digital Media Workshop
- Elective

Exit Requirement - Students have three options to fulfill the Computer Science exit requirement:
1. Pass a Capstone Course (which can also fulfill an elective requirement, see ♣ on back for courses)
2. Receive a score of 600 or above on the GRE Computer Science Subject Test
3. Submit a Senior Thesis

= Course Prerequisite  ♣ = Satisfies Exit Requirement  # = Any 5-unit math course numbered in the 20s
*Additional prerequisite required  See reverse side for theory and practice lists  Shaded boxes represent foundation courses
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*This course has pre-requisites that CS majors are not required to take in their regular course of study.

**NOTE:** Students may not receive credit for both AMS 131 and CMPE 107.

Many graduate courses can also be used to satisfy the electives; however students will need instructor and department approval.

♣ = Course Satisfies the CS Exit Requirement and an elective requirement

**STUDENT'S NAME:**

**STAFF ADVISOR:**

**FACULTY ADVISOR:**