### Computer Science BS: Computer Game Design Curriculum Chart 2007-2008

#### MATH & PHYSICS
- AMS 3 or Math 3 or Math placement
  - MATH 19A or 20A Calculus
- Math 19A
- MATH 19B or 20B Calculus
- Math 19B or Math 23A
  - AMS 27/L Engineering Math OR MATH 21 Linear Algebra
- Math 19A placement or AMS 3 or Math 3 or 11A
  - CMPE 16 or 16H Discrete Math
- Math 19A (co-requisite)
  - PHYS 5A/L or 6A/L Intro to Physics 1

#### COMPUTATIONAL FOUNDATIONS
- Eligibility to enroll in MATH 19A, or MATH 19A or 11A, or AMS 11A, or ECON 11A
  - CMPS 12A/L Intro to Programming
- CMPS 12A/L
  - CMPS 12B/M Data Structures
- OR-
  - CMPS 13H/L Replaces both CMPS 12A/L and CMPS 12B/M
- one of: CMPE 3 or 8, CMPS 10, 12A, 60G or 60N, BME 60, or programming experience
  - CMPE 12/L Computer Systems & Assembly Language
- CMPS 101 #
  - Abstract Data Types
- CMPS 12B/M
  - CMPS 109 Advanced Programming
  - Honors project lab (substitute for CS 12L/M)

#### GAME DESIGN
- CMPS 20
  - Game Design Experience
- CMPS 170
  - Game Design Studio I
- CMPS 171
  - Game Design Studio II
- CMPS 172
  - Game Design Studio III

#### ART AND SOCIAL FOUNDATIONS *
- Ethics Requirement AND 3 of the following electives
  - ETHICS REQUIREMENT
  - ART ELECTIVE
  - FILM ELECTIVE
  - MUSIC ELECTIVE
  - ECONOMICS ELECTIVE
  - THEATER ELECTIVE

#### GAME ENGINEERING ELECTIVES *
- CGE Elective I
  - CGE Elective II
  - CGE Elective III
  - CGE Elective IV
  - CGE Elective V

#### DIGITAL MEDIA ELECTIVES *
- DM Elective I
  - DM Elective II

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**Exit Requirement** — Students have two options:

1. Receiving a passing grade in all three Game Design Studio courses
2. Submit a Senior Thesis

- = Course Prerequisite

Shaded boxes represent foundation courses

* = All elective course lists are on the back

# = CMPS 12B/M, CMPE 16, Math 19B, Any 5-unit math course numbered in the 20s

www.soe.ucsc.edu/advising/undergraduate :: advising@soe.ucsc.edu :: (831) 459-5840 :: 7/6/2007
### Computer Science BS: Computer Game Design Curriculum

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**Ethics Requirement**
- CMPE 80E
- PHIL 22
- PHIL 24
- PHIL 28
- BME 80G

**Art Electives**
- ART 10G
- ART 10H
- ART 80A
- ART 80F

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

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

**CGE Electives**
- AMS
- CMPE 110
- CMPE 113
- CMPE 117/L
- CMPE 118/L
- CMPE 150
- CMPE 152
- CMPE 163/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 180
- CMPS 181
- CMPS 183

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

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

**DM Electives**
- FILM 170A
- FILM 177
- FILM 171D
- ART 118
- THEA 157
- Any DANM course (requires approval of instructor)

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:**