### 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
- Math 19A placement or AMS 3 or Math 3 or 11A
- **CMPS 12A/L** Intro to Programming
- **CMPS 12B/M** Data Structures
- **CMPS 12H/L**
  - Replaces both CMPS 12A/L and CMPS 12B/M
- **CMPS 12A/L or experience**
- **CMPE 12/L** Computer Systems & Assembly Language
- CMPS 12B/M, CMPE 16, Math 19B, # Math (see below)
- **CMPS 101** Abstract Data Types
- **CMPS 101** 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**
- **ART ELECTIVE**
- **FILM ELECTIVE**
- **MUSIC ELECTIVE**
- **ECONOMICS ELECTIVE**
- **THEATER ELECTIVE**
- **DIGITAL MEDIA ELECTIVES** *
- DM Elective I
- DM Elective II

### 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

# = Any 5-unit math course numbered in the 20s
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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
- AMS 131
- AMS 147
- AMS 162
- CMPE
- 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 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:**