

Bachelor of Science in Computer Game Design & Development



57681 5

General Education Requirements (See Degreeworks for Prerequisites)

Choose one course from each area.

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|-----|---|---|--|
| D-1 | MATH 1190 Calculus I <i>or</i> Higher | 4 | |
| D-2 | BIOL 1107/L, CHEM 1211/L, PHYS 1111/L, PHYS 2211/L, BIOL 1108/L, CHEM 1212/L, PHYS 1112/L <i>or</i> PHYS 2212/L | 4 | |
| | | 4 | |

Area D: Science, Math, and Technology (12 cr hrs)
 Necessary work is done in the corresponding lab. As a general rule, students may not take both PHYS 1111/L and PHYS 2211/L or PHYS 1112/L and PHYS 2212/L. Physics is recommended. Students complete 12 credit hours in this area with 2 hours carried over to Area F and Upper Div. Major requirements

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|-----|--|---|--|
| E-1 | POLS 1101 American Government | 3 | |
| E-2 | HIST 2111 <i>or</i> 2112 US History | 3 | |
| E-3 | HIST 1100, 1111, <i>or</i> 1112 World History | 3 | |
| E-4 | CRJU 1101, GEOG 1101, PSYC 1101, SOCI 1101, STS 1101, ANTH 1102, <i>or</i> ECON 2106 | 3 | |

Area E: Social Sciences (12 credit hours)
 Choose one course from each area for E-2, E-3, & E-4.

Area F Lower Division Major Requirements

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| CSE 1321/L Programming & Problem Solving I | | 4 | |
| CSE 1322/L Programming & Problem Solving II | Minimum grade of 'B' in CSE 1321/L & MATH 1113/1190/2202* | 4 | |
| MATH 2345 Discrete Mathematics <i>or</i> CSE 2300 Discrete Structures for Computing | MATH 1113/1190 | 3 | |
| | MATH 1113/1190 & CSE 1321/L | | |
| STAT 2332 Probability and Data Analysis | MATH 1190 | 3 | |
| CGDD 2012/L Fundamentals of Game Design and Lab | CSE 1322/L * | 3 | |
| Carryover credit hour from Area D Group 2 Science Lab | See Area D Science requirement | 1 | |

