Total Degree Credit Hours: 120

(See Degreeworks for Prerequisites)

	Composition I	3		
	Composition II	3		
	Precalculus / Trigonometry	3		

All Area A courses must be completed within the first 30 credit hours with a grade of C or higher.

	Contemporary Economic Issues	2		
	Human Communication	3		

COM 1100 is essential for Software Engineering majors.

		3	
or			
	or	3	

Choose one course from each area.

	Calculus I	4	

or

Trigonometry *required* *lab*

		3	
or	*try*	3	
or	*try*	3	
		3	
or			

Choose one course from each area for E-2, E-3, & E-4.

	Prerequisites			
Programming & Problem Solving I	Co-req w/ MATH 1112, 1113, 1190 or CSE 1300	4		
Programming & Problem Solving II	Minimum grade of 'B' in CSE 1321/L	4		
Discrete Mathematics *or* Discrete Structures for Computing	MATH 1112/1113/1190	3		
	MATH 1112/1113/1190 & CSE 1321/L			
Probability and Data Analysis	MATH 1190	3		
Fundamentals of Game Design	CSE 1322/L	3		
	See Area D Science requirement	1		

CSE 1321/L and CSE 1322/L must have a minimum grade of 'B.'

Upon completing CSE 1322/L with a minimum grade of 'B,' students should request to have their major changed to the fully admitted Computer Game Design & Development major.

is <u>highly recommended</u> for students who are new to programming.

ccse.kennesaw.edu/advising/courseupdates.php