

Bachelor of Science in Computer Game Design & Development



57681 5

General Education Requirements (See Degreeworks for Prerequisites)

Choose one course from each area.

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

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

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	

