

MAJOR: BS--Computer Science: Computer Information Systems

I. TOTAL UNIVERSITY ORIENTATION

Credit	Grade	Semester
1		
39		

II. TOTAL LIBERAL STUDIES

III. MAJOR

A. Core Requirements

COS	107	Problem Solving and Design	3		
COS	108	Principles of Computer Science I	4		
COS	109	Principles of Computer Science II	4		
COS	200	Computer Information Systems	3		
COS	275	Game Programming Foundation I	4		
COS	281	Intro to Information Security & Assurance	3		
COS	300	Systems Design and Development	3		
COS	301	Computer Organization	4		
COS	302	Operating Systems	3		
COS	310	Discrete Computing Structures	3		
COS	340	Data Structures and Algorithm Analysis	3		
COS	410	Database Management Systems	3		
COS	470	Networking and Telecommunications	3		
TOTAL CORE =			43		

B. Concentration/Specialization

ACC	201	Game Programming Foundation II	3		
BUA	320	Business Statistics I	3		
ECO	321	Quantitative Methods	3		
COS	364	Data Storage and Data Mining	3		
COS	464	Management of Computer Information Sys	3		
COS	490/495	Seminar Interactive Gaming Project	3		
TOTAL CONCENTRATION =			18		

C. Supporting Electives

MAT	125	Linear Algebra with Business Applications	3		
ENG	216	Technical Writing	3		
COS	303	Human Perspective on Computer	3		
TOTAL SUPPORTING ELECTIVES =			9		

TOTAL MAJOR =

70

IV. Free Electives (minimum 3 hours)

Note: A total of 42 semester credit hours at the 300/400 level (including major hours) are required for graduation

300-400 Level Electives

		COS Elective	3		
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		Elective			
		Elective			
		Elective			
		Elective			
TOTAL 300-400 LEVEL ELECTIVES =			6		

Other Free Electives

		Elective	3		
		Elective	1		
		Elective			
TOTAL OTHER ELECTIVES =			4		

TOTAL FREE ELECTIVES =

10

TOTAL DEGREE PROGRAM =

120 **Must be 120 or more**

Note: Courses beginning with a zero (0XX-Developmental courses) do not count toward graduation