

MAJOR: BS--Computer Science: Digital Gaming Entertainment and Simulation

I. TOTAL UNIVERSITY ORIENTATION

II. TOTAL LIBERAL STUDIES

III. MAJOR

Credit	Grade	Semester
1		
39		

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	275	Game Programming Foundation I	4		
COS	301	Computer Organization	4		
COS	302	Operating Systems	3		
COS	340	Data Structures and Algorithm Analysis	3		
COS	375	Game Programming Foundation II	3		
COS	385	Gaming and Comp. Graphics	4		
COS	470	Networking and Telecommunications	3		
COS	475	Game Design and Development	3		
TOTAL CORE =			38		

B. Concentration/Specialization

ART	110	Basic Drawing I	3		
ART	112	Two-Dimensional Design 3	3		
CIT	255	Multimedia Production	3		
DGE	300	Software Engineering	3		
DGE	380	Online Game Development	3		
COS	460	Artificial Intelligence	3		
COS	476	Mobile Game Development	3		
COS	495	Interactive Gaming Project	3		
TOTAL CONCENTRATION =			24		

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 =

71

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

Other Free Electives

		Elective	3		
		Elective			
		Elective			
TOTAL OTHER ELECTIVES =			3		

TOTAL FREE ELECTIVES =

9

TOTAL DEGREE PROGRAM =

120 Must be 120 or more

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