

**MAJOR: BS--Computer Science: Gaming**

**I. TOTAL UNIVERSITY ORIENTATION**

**II. TOTAL LIBERAL STUDIES**

**III. MAJOR**

Credit	Grade	Semester
1		
39		

**A. Core Requirements**

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

3		
4		
4		
3		
4		
3		
3		
4		
3		
3		
3		
3		
3		
3		
43		

**TOTAL CORE =**

**B. Concentration/Specialization**

COS	375	Game Programming Foundation II
COS	385	Gaming and Comp. Graphics
COS	475	Game Design & Development
COS	495	Interactive Gaming Project
DGE	300	Software Engineering

3		
4		
3		
3		
3		
16		

**TOTAL CONCENTRATION =**

**C. Supporting Electives**

MAT	125	Linear Algebra with Business Applications
ENG	216	Technical Writing
COS	303	Human Perspective on Computer

3		
3		
3		
9		

**TOTAL SUPPORTING ELECTIVES =**

**TOTAL MAJOR =**

**68**

**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
		COS Elective
		Elective
		Elective
		Elective
		Elective

3		
3		
6		

**TOTAL 300-400 LEVEL ELECTIVES =**

**Other Free Electives**

		Elective
		Elective
		Elective

3		
3		
6		

**TOTAL OTHER ELECTIVES =**

**TOTAL FREE ELECTIVES =**

**12**

**TOTAL DEGREE PROGRAM =**

**120** Must be 120 or more

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