Name: _____

COMPUTER SCIENCE (Game Programming), B.S.
40 courses of three or more credits and 3 one-credit PE courses

GENERAL EDUCATION CORE
BASIC REQUIREMENTS (2 courses and 3 one-credit PE courses)

Composition and Rhetoric
- ☐ EN 103 Composition and Rhetoric I
- ☐ EN 104 Composition and Rhetoric II

Physical Education Courses
- ☐ PE 100
- ☐ PE ____
- ☐ PE ____

MODES OF THINKING (4 courses)

Literature (Select one)
- ☐ EN 110, EN 112, EN 115

Mathematics **(Satisfied by Major – MA 121)**

Natural Science (Select one)
- ☐ BI 209, BI 210, BI 211, BI 242, CH 209, PH 209

Philosophy
- ☐ PL 109

Social Sciences (Select one)
- ☐ CJ 109, EC 209, EC 112, PO 103, PO 109, PS 109, or SO 109

CULTURAL LITERACY (6 courses)

Humanities I and II. *Preferably* select a set (e.g., HI 201/202). However, a combination (e.g., PO 201 + HI 214) is acceptable.
- ☐ Hum. I: HI 201, PO 201, HI 213
- ☐ Hum. II: HI 202, PO 202, HI 214, HI 262

Humanities III: Great Works of Art & Music (See Master Schedule of Day Classes)
- ☐ ___ ____

Humanities IV: Great Works of Literature (See Master Schedule of Day Classes)
- ☐ ___ ____

Foreign Language/World Cultures (Select either two of the same language, any two WC, or one WC and one approved course with international study)
- ☐ ___ ____
- ☐ ___ ____

CHRISTIAN VALUES AND THEOLOGY (3 courses)

Catholic Theology
- ☐ TH 109

Intermediate Theology (200/300 level TH)
- ☐ TH ____

Values Seminar (See Master Schedule of Day Classes; CS 475 is recommended)
- ☐ ___ ____

MAJOR
(16 courses)

- ☐ CS 115: Introduction to Python
- ☐ CS 119: Digital Art Story Development
- ☐ CS 211: Object-Oriented Programming
- ☐ CS 222: Data Structures
- ☐ CS 230: Computer Architecture & Hardware Support
- ☐ CS 260: Database & Data Visualization
- ☐ CS 333: Web & Mobile App Development
- ☐ CS 340: Digital Art I
- ☐ CS 360: Database Analysis and Design
- ☐ CS 392: Animation Production I
- ☐ CS 394: Game Development/Interface
- ☐ CS 453: Senior Coordinating Seminar
- ☐ CS 494: Advanced Game Development
- ☐ MA 121: Calculus I
- ☐ MA 122: Calculus II
- ☐ MA 331: Linear Algebra

MINOR
(6 courses)

- ☐ ___ ____   ☐ ___ ____
- ☐ ___ ____   ☐ ___ ____
- ☐ ___ ____   ☐ ___ ____

ELECTIVES
(As needed to complete 40-course req.)

- ☐ ___ ____   ☐ ___ ____
- ☐ ___ ____   ☐ ___ ____
- ☐ ___ ____   ☐ ___ ____
- ☐ ___ ____   ☐ ___ ____
- ☐ ___ ____

A. Koefer, Dir. of Academic Resource Center
Effective fall, 2020

For the most up-to-date record of progress toward completion of degree requirements, students should use the Academic Evaluation tool, which is listed under the Academic Planning heading in WebAdvisor.

DE SALES UNIVERSITY
Typical Program: COMPUTER SCIENCE MAJOR – Game Programming (B. S.)

FALL SEMESTER	SPRING SEMESTER

FIRST YEAR

Introduction to Python (CS 115)	Object-Oriented Programming (CS 211)
Calculus 1 (MA 121)	Calculus 2 (MA 122)
Composition and Rhetoric I (EN 103)	Composition and Rhetoric II (EN 104)
Philosophy MOT (PL 109)	Database and Data Visualization (CS 260)
Foreign Language/World Cultures	Foreign Language/World Cultures
Lifetime Fitness and Wellness (PE 100)	Physical Education (Activity)

SECOND YEAR

Digital Art Story Development (CS 119)	Digital Art (CS 340)
Linear Algebra (MA 331)	Literature MOT
Humanities 1	Humanities 2
Data Structures (CS 222)	Social Science MOT
Catholic Theology (TH 109)	Free Elective
Physical Education (Activity)	

THIRD YEAR

Computer Architecture & Hardware (CS 230)		Game Development (CS 394)
Web &Mobile App Development (CS 333)		Natural Science MOT
3D Animation Production I (CS 392)		Free Elective
Humanities 3	**... or ...**	Humanities 4
Intermediate Theology		Free Elective

FOURTH YEAR

Database Analysis & Design (CS 360)	Senior Coordinating Seminar (CS 453)
Advanced Game Development (CS 494)	Free Elective
Values Seminar	Free Elective
Free Elective	Free Elective
Free Elective	Free Elective

Ann Koefer. Director of the Academic Resource Center
Effective fall, 2020