

Name: _____

BASED ON CREDITS

COMPUTER SCIENCE (Game Programming Track), B.S.

122 credits and Three 1-credit PE courses

GENERAL EDUCATION CORE

BASIC REQUIREMENTS

(6 credits and three 1-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 (12 credits)

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, CM 130, EC 209, EC 112, HCM 230, PO 103, PO 109, PS 109, SO 109

CULTURAL LITERACY (18 credits)

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

- _____

Humanities IV: Great Works of Literature

- _____

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

(9 credits)

Catholic Theology

- TH 109

Intermediate Theology (200/300 level TH)

- TH _____

Values Seminar

(CS 475 is recommended)

- _____

MAJOR (50 credits)

- CS 115: Introduction to Python – 4 credits
- CS 119: Digital Art Story Development
- CS 211: Object-Oriented Programming – 4 credits
- CS 222: Data Structures
- CS 230: Computer Architecture & Hardware Support
- CS 260: Databases & Data Visualization
- CS 333: Web & Mobile App Development
- CS 340: Digital Art I
- CS 360: Database Analysis and Design
- CS 392: 3D 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

FREE ELECTIVES (27 credits)

- | | |
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OPTIONAL MINOR

- | | |
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DE SALES UNIVERSITY
Example Plan: COMPUTER SCIENCE (Game Programming), B. S.

FIRST YEAR

FALL SEMESTER (16 credits and 1-credit PE)

Introduction to Python (CS 115) – 4 credits
Calculus 1 (MA 121)
Composition and Rhetoric I (EN 103)
Philosophy MOT (PL 109)
Foreign Language/World Cultures
Lifetime Fitness and Wellness (PE 100)

SPRING SEMESTER (16 credits and 1-credit PE)

Object-Oriented Programming (CS 211) – 4 credits
Calculus 2 (MA 122)
Composition and Rhetoric II (EN 104)
Database and Data Visualization (CS 260)
Foreign Language/World Cultures
Physical Education (Activity)

SECOND YEAR

FALL SEMESTER (15 credits and 1-credit PE)

Digital Art Story Development (CS 119)
Linear Algebra (MA 331)
Humanities I
Data Structures (CS 222)
Catholic Theology (TH 109)
Physical Education (Activity)

SPRING SEMESTER (15 credits)

Digital Art (CS 340)
Literature MOT
Humanities II
Social Science MOT
Free Elective

THIRD YEAR

FALL SEMESTER (15 credits)

Computer Architecture & Hardware (CS 230)
Web & Mobile App Development (CS 333)
3D Animation Production I (CS 392)
Humanities III
Intermediate Theology

... or ...

SPRING SEMESTER (15 credits)

Game Development (CS 394)
Natural Science MOT
Free Elective
Humanities IV
Free Elective

FOURTH YEAR

FALL SEMESTER (15 credits)

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

SPRING SEMESTER (15 credits)

Senior Coordinating Seminar (CS 453)
Free Elective
Free Elective
Free Elective
Free Elective