BACHELOR OF SCIENCE IN COMPUTER SCIENCE with a concentration in Game Software Development

PROGRESSION FLOWCHART

FRESHMAN
- SSC 2413 Foundations of Amer. Experience
  - COM 1103 College Composition
  - LLT 1213 World Masterpieces 1
  - MCS 1653 Game Genre Development
  - MCS 1514 Computer Science 1
  - MCS 1142 Intro. to C**
  - MCS 1414 Calculus 1
  - PSY 1213 Introductory Psychology
  - COM 1001 Pathways to Research Careers

SOPHOMORE
- SSC 2423 Development of Amer. Experience
  - LLT 1223 World Masterpieces 2
  - MCS 2513 Software Engineering 1
  - MCS 2514 Computer Science 2
  - MCS 2523 Discrete Math
  - MCS 2414 Calculus 3
  - PHY 2413 University Physics 1
  - GAM 2213 History of Game Design

JUNIOR
- COM 3000 Writing Proficiency Exam
  - MCS 3663 Computer Arch. & Assembler
  - CRW 2513 Creative Writing
  - MCS 3543 Intro to Database Systems
  - MCS 2414 Calculus 3
  - PHY 2421 University Physics 1 Lab
  - _ _ _ 3 Natural Science Elective

SENIOR
- MCS 4833 Senior Project
  - MCS 4843 Senior Project 2
  - MCS 4613 Computer Networks
  - MCS 4663 Operating Systems
  - MCS 4633 Artificial Intelligence
  - MCS 4653 Theory of Computation
  - MCS 4643 Comparative Prog. Lang.
  - MCS _ _ _ 3 MCS Elective

** Test-out exam available

Name_______________________ I.D. No. _____________________

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