

## COMPUTER SCIENCE: Gaming Track

First Semester		
Course	Title	Credits
FYE-101	First Year Experience	3
SOS-151	African American Experience	3
MAT 110	College Algebra	3
ENG-101	English Composition I	3
	Natural Science (with lab)	4
<b>Total</b>		<b>16</b>

Second Semester		
Course	Title	Credits
ENG-102	English Composition II	3
HPR-101	Dimensions of Wellness	2
MAT 114	Elementary Statistics	3
CSC 158	Programming I	4
	Natural Science (with lab/without lab)	3-4
<b>Total</b>		<b>15-16</b>

Third Semester		
Course	Title	Credits
ENG-207 or 208	World Literature I or II	3
	Social Science Core Req. -1	3
MAT 111 or 117	Pre-Calculus or Finite Math	3
CSC 159	Programming II	4
CSC-201	Web Programming	3
<b>Total</b>		<b>16</b>

Fourth Semester		
Course	Title	Credits
Art 102	Intro to Computer Arts	3
	Social Science Core Req. -2	3
MAT 120	Calculus for Social Science	4
CSC-202	Computer Animation	3
CSC 254	Data Structure	4
<b>Total</b>		<b>17</b>

Fifth Semester		
Course	Title	Credits
CSC 353	Computer Org. & Assembly	3
CSC 354	Database Management	3
	ART-200 Or MUS-200	3
MAT 213	Discrete Math	3
	General Elective	3
<b>Total</b>		<b>15</b>

Sixth Semester		
Course	Title	Credits
CSC-355	Operating Systems	3
CSC 358	Intro. to game programming	3
CSC 359	Intro to Computer Security	3
	PHI-200 or REL-200	3
	General Elective	3
<b>Total</b>		<b>15</b>

Seventh Semester		
Course	Title	Credits
CSC 390	2D Games Dev. Capstone	3
CSC 452	Computer Graphics	3
CSC 454	Software Engineering	3
	General Elective	3
	General Elective	3
<b>Total</b>		<b>15</b>

Eighth Semester		
Course	Title	Credits
CSC 491	3D Game Dev. Capstone	3
CSC-498 or 499	Topics I or II	3
	General Elective	3
	General Elective	3
<b>Total</b>		<b>12</b>

Note:

**Total Credits: 121-122**