

Computer Game Design & Development
College of Computing & Software Engineering
8 Semester Plan

SIMULATIONS-INFORMATICS TRACK

Year 1 - Fall (15 credits)	Credits	Year 1 - Spring (17 credits)	Credits
ENGL 1101: Composition I [A1]	3	ENGL 1102: Composition II [A1]	3
MATH 1113- Pre-Calculus or Higher [A2]	3	MATH 1190- Calculus or Higher [D1]	4
ECON 1000: Contemporary Economic Issues [B1]	2	MATH 2345 Discrete Mathematics <i>or</i> CSE 2300- Discrete Structures for Computing	3
General Education – World History [E3]	3	CGDD 2012- Fundamentals of Game Design	2
CSE 1321- Programming & Problem Solving I Δ	3	CGDD 2012L- Fundamentals of Game Design Lab	1
CSE 1321L- Programming & Problem Solving I Lab Δ	1	CSE 1322- Programming & Problem Solving II Δ	3
		CSE 1322L- Programming & Problem Solving II Lab Δ	1
TOTAL	15	TOTAL	17
Year 2 - Fall (15 credits)	Credits	Year 2 - Spring (13 credits)	Credits
General Education – Science Process (STEM) [D2]	4	General Education – Science Process (STEM) [D2]	4
General Education – U.S. History [E2]	3	POLS 1101- American Government [E1]	3
CSE 3801- Professional Practices & Ethics	2	CS 3305- Data Structures	3
CGDD 3103- Application Extension & Scripting	3	CGDD 4003- Digital Media & Interaction	3
SWE 3313- Introduction to Software Engineering	3		
TOTAL	15	TOTAL	13
Year 3 - Fall (15 credits)	Credits	Year 3 - Spring (15 credits)	Credits
MATH 2332- Probability and Data Analysis	3	General Education – Literature of the World [C1]	3
CS 4242- Artificial Intelligence	3	Core E4- Social Sciences	3
CS 4306- Algorithm Analysis	3	CS 4722- Computer Graphics & Multimedia	3
SWE 3643- Software Testing & Quality Assurance	3	CGDD 4303- Educational & Serious Game Design	3
CSE 3153- Database Systems	3	SWE 4324- User-Centered Design	3
TOTAL:	15	TOTAL:	15
Year 4 - Fall (16 credits)	Credits	Year 4 - Spring (14 credits)	Credits
General Education – Cultural Perspectives [B2]	3	General Education – Arts and Cultures of the World [C2]	3
CGDD 4203- Mobile & Casual Game Development	3	CGDD 4814- Studio 2	4
CGDD 4803- Studio	3	Upper- Division CCSE Course	3
CGDD 4703- Data Modeling & Simulation	3	Free Elective (2 of 2)	4
Free Elective (1 of 2)	4		
TOTAL:	16	TOTAL:	14

Program Total: 120 Credit Hours

Δ Must be completed with grade of B or Better ***Recommended General Education Course** †**Milestone**

This academic map is a suggested four-year schedule of courses based on degree requirements in the undergraduate catalog. This sample schedule serves as a general guideline to help build a full schedule each term. Missing milestones could delay your program. Also see the current undergraduate catalog for a complete list of requirements, electives, and pre-requisites. This map is not a substitute for academic advisement. Note: Requirements are continually under revision, and there is no guarantee they will not be changed or revoked; contact the department and/or program area for current information.

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PLANNING-MANAGEMENT TRACK

Year 1 - Fall (15 credits)	Credits	Year 1 - Spring (17 credits)	Credits
ENGL 1101: Composition I [A1]	3	ENGL 1102: Composition II [A1]	3
MATH 1113- Pre-Calculus or Higher [A2]	3	MATH 1190- Calculus or Higher [D1]	4
ECON 1000: Contemporary Economic Issues [B1]	2	MATH 2345 Discrete Mathematics <i>or</i> CSE 2300- Discrete Structures for Computing	3
General Education – World History [E3]	3	CGDD 2012- Fundamentals of Game Design	2
CSE 1321- Programming & Problem Solving I Δ	3	CGDD 2012L- Fundamentals of Game Design Lab	1
CSE 1321L- Programming & Problem Solving I Lab Δ	1	CSE 1322- Programming & Problem Solving II Δ	3
		CSE 1322L- Programming & Problem Solving II Lab Δ	1
TOTAL	15	TOTAL	17
Year 2 - Fall (15 credits)	Credits	Year 2 - Spring (13 credits)	Credits
General Education – Science Process (STEM) [D2]	4	General Education – Science Process (STEM) [D2]	4
General Education – U.S. History [E2]	3	POLS 1101- American Government [E1]	3
CSE 3801- Professional Practices & Ethics	2	CS 3305- Data Structures	3
CGDD 3103- Application Extension & Scripting	3	CGDD 4003- Digital Media & Interaction	3
SWE 3313- Introduction to Software Engineering	3		
TOTAL	15	TOTAL	13
Year 3 - Fall (15 credits)	Credits	Year 3 - Spring (15 credits)	Credits
MATH 2332- Probability and Data Analysis	3	General Education – Literature of the World [C1]	3
CS 4242- Artificial Intelligence	3	Core E4- Social Sciences	3
CS 4306- Algorithm Analysis	3	CS 4722- Computer Graphics & Multimedia	3
SWE 3643- Software Testing & Quality Assurance	3	CGDD 4303- Educational & Serious Game Design	3
Planning Management Track Elective (1 of 3)	3	SWE 4324- User-Centered Design	3
TOTAL:	15	TOTAL:	15
Year 4 - Fall (16credits)	Credits	Year 4 - Spring (14 credits)	Credits
General Education – Cultural Perspectives [B2]	3	General Education – Arts and Cultures of the World [C2]	3
CGDD 4203- Mobile & Casual Game Development	3	CGDD 4814- Studio 2	4
CGDD 4803- Studio	3	Planning Management Track Elective (3 of 3)	3
Planning Management Track Elective (2 of 3)	3	Free Elective (2 of 2)	4
Free Elective (1 of 2)	4		
TOTAL:	16	TOTAL:	14

Program Total: 120 Credit Hours

Δ Must be completed with grade of B or Better ***Recommended General Education Course** †**Milestone**

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CREATIVE CONTENT TRACK

Year 1 - Fall (15 credits)	Credits	Year 1 - Spring (17 credits)	Credits
ENGL 1101: Composition I [A1]	3	ENGL 1102: Composition II [A1]	3
MATH 1113- Pre-Calculus or Higher [A2]	3	MATH 1190- Calculus or Higher [D1]	4
ECON 1000: Contemporary Economic Issues [B1]	2	MATH 2345 Discrete Mathematics <i>or</i> CSE 2300- Discrete Structures for Computing	3
General Education – World History [E3]	3	CGDD 2012- Fundamentals of Game Design	2
CSE 1321- Programming & Problem Solving I Δ	3	CGDD 2012L- Fundamentals of Game Design Lab	1
CSE 1321L- Programming & Problem Solving I Lab Δ	1	CSE 1322- Programming & Problem Solving II Δ	3
		CSE 1322L- Programming & Problem Solving II Lab Δ	1
TOTAL	15	TOTAL	17
Year 2 - Fall (15 credits)	Credits	Year 2 - Spring (13 credits)	Credits
General Education – Science Process (STEM) [D2]	4	General Education – Science Process (STEM) [D2]	4
General Education – U.S. History [E2]	3	POLS 1101- American Government [E1]	3
CSE 3801- Professional Practices & Ethics	2	CS 3305- Data Structures	3
CGDD 3103- Application Extension & Scripting	3	CGDD 4003- Digital Media & Interaction	3
SWE 3313- Introduction to Software Engineering	3		
TOTAL	15	TOTAL	13
Year 3 - Fall (15 credits)	Credits	Year 3 - Spring (15 credits)	Credits
MATH 2332- Probability and Data Analysis	3	General Education – Literature of the World [C1]	3
CS 4242- Artificial Intelligence	3	Core E4- Social Sciences	3
CS 4306- Algorithm Analysis	3	CS 4722- Computer Graphics & Multimedia	3
SWE 3643- Software Testing & Quality Assurance	3	CGDD 4303- Educational & Serious Game Design	3
MEBU 2270- Entertainment Media Production	3	SWE 4324- User-Centered Design	3
TOTAL:	15	TOTAL:	15
Year 4 - Fall (15 credits)	Credits	Year 4 - Spring (15 credits)	Credits
General Education – Cultural Perspectives [B2]	3	General Education – Arts and Cultures of the World [C2]	3
CGDD 4203- Mobile & Casual Game Development	3	CGDD 4814- Studio 2	4
CGDD 4803- Studio	3	MEBU Elective	3
CGDD 4113- 3D Modeling & Animation	3	MEBU Elective	3
Free Elective (1 of 2)	3	Free Elective (1 of 2)	2
TOTAL:	15	TOTAL:	15

Program Total: 120 Credit Hours

Δ Must be completed with grade of B or Better ***Recommended General Education Course** †**Milestone**

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CUSTOM TRACK

Year 1 - Fall (15 credits)	Credits	Year 1 - Spring (17 credits)	Credits
ENGL 1101: Composition I [A1]	3	ENGL 1102: Composition II [A1]	3
MATH 1113- Pre-Calculus or Higher [A2]	3	MATH 1190- Calculus or Higher [D1]	4
ECON 1000: Contemporary Economic Issues [B1]	2	MATH 2345 Discrete Mathematics <i>or</i> CSE 2300- Discrete Structures for Computing	3
General Education – World History [E3]	3	CGDD 2012- Fundamentals of Game Design	2
CSE 1321- Programming & Problem Solving I Δ	3	CGDD 2012L- Fundamentals of Game Design Lab	1
CSE 1321L- Programming & Problem Solving I Lab Δ	1	CSE 1322- Programming & Problem Solving II Δ	3
		CSE 1322L- Programming & Problem Solving II Lab Δ	1
TOTAL	15	TOTAL	17
Year 2 - Fall (15 credits)	Credits	Year 2 - Spring (13 credits)	Credits
General Education – Science Process (STEM) [D2]	4	General Education – Science Process (STEM) [D2]	4
General Education – U.S. History [E2]	3	POLS 1101- American Government [E1]	3
CSE 3801- Professional Practices & Ethics	2	CS 3305- Data Structures	3
CGDD 3103- Application Extension & Scripting	3	CGDD 4003- Digital Media & Interaction	3
SWE 3313- Introduction to Software Engineering	3		
TOTAL	15	TOTAL	13
Year 3 - Fall (15 credits)	Credits	Year 3 - Spring (15 credits)	Credits
MATH 2332- Probability and Data Analysis	3	General Education – Literature of the World [C1]	3
CS 4242- Artificial Intelligence	3	Core E4- Social Sciences	3
CS 4306- Algorithm Analysis	3	CS 4722- Computer Graphics & Multimedia	3
SWE 3643- Software Testing & Quality Assurance	3	CGDD 4303- Educational & Serious Game Design	3
Approved Track Course (1 of 3)	3	SWE 4324- User-Centered Design	3
TOTAL:	15	TOTAL:	15
Year 4 - Fall (16 credits)	Credits	Year 4 - Spring (14 credits)	Credits
General Education – Cultural Perspectives [B2]	3	General Education – Arts and Cultures of the World [C2]	3
CGDD 4203- Mobile & Casual Game Development	3	CGDD 4814- Studio 2	4
CGDD 4803- Studio	3	Approved Track Course (3 of 3)	3
Approved Track Course (2 of 3)	3	Free Elective (2 of 2)	4
Free Elective (2 of 2)	4		
TOTAL:	16	TOTAL:	14

Program Total: 120 Credit Hours

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COMPUTER SCIENCE TRACK

Year 1 - Fall (15 credits)	Credits	Year 1 - Spring (17 credits)	Credits
ENGL 1101: Composition I [A1]	3	ENGL 1102: Composition II [A1]	3
MATH 1113- Pre-Calculus or Higher [A2]	3	MATH 1190- Calculus or Higher [D1]	4
ECON 1000: Contemporary Economic Issues [B1]	2	MATH 2345 Discrete Mathematics <i>or</i> CSE 2300- Discrete Structures for Computing	3
General Education – World History [E3]	3	CGDD 2012- Fundamentals of Game Design	2
CSE 1321- Programming & Problem Solving I Δ	3	CGDD 2012L- Fundamentals of Game Design Lab	1
CSE 1321L- Programming & Problem Solving I Lab Δ	1	CSE 1322- Programming & Problem Solving II Δ	3
		CSE 1322L- Programming & Problem Solving II Lab Δ	1
TOTAL	15	TOTAL	17
Year 2 - Fall (15 credits)	Credits	Year 2 - Spring (13 credits)	Credits
General Education – Science Process (STEM) [D2]	4	General Education – Science Process (STEM) [D2]	4
General Education – U.S. History [E2]	3	POLS 1101- American Government [E1]	3
CSE 3801- Professional Practices & Ethics	2	CS 3305- Data Structures	3
CGDD 3103- Application Extension & Scripting	3	CGDD 4003- Digital Media & Interaction	3
SWE 3313- Introduction to Software Engineering	3		
TOTAL	15	TOTAL	13
Year 3 - Fall (15 credits)	Credits	Year 3 - Spring (15 credits)	Credits
MATH 2332- Probability and Data Analysis	3	General Education – Literature of the World [C1]	3
CS 4242- Artificial Intelligence	3	Core E4- Social Sciences	3
CS 4306- Algorithm Analysis	3	CS 4722- Computer Graphics & Multimedia	3
SWE 3643- Software Testing & Quality Assurance	3	CGDD 4303- Educational & Serious Game Design	3
CS Course (1 of 3)		SWE 4324- User-Centered Design	3
TOTAL:	15	TOTAL:	15
Year 4 - Fall (16 credits)	Credits	Year 4 - Spring (14 credits)	Credits
General Education – Cultural Perspectives [B2]	3	General Education – Arts and Cultures of the World [C2]	3
CGDD 4203- Mobile & Casual Game Development	3	CGDD 4814- Studio 2	4
CGDD 4803- Studio	3	CS Course (3 of 3)	3
CS Course (2 of 3)	3	Free Elective (2 of 2)	4
Free Elective (1 of 2)	4		
TOTAL:	16	TOTAL:	14

Program Total: 120 Credit Hours

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MEDIA-PRODUCTION TRACK

Year 1 - Fall (15 credits)	Credits	Year 1 - Spring (17 credits)	Credits
ENGL 1101: Composition I [A1]	3	ENGL 1102: Composition II [A1]	3
MATH 1113- Pre-Calculus or Higher [A2]	3	MATH 1190- Calculus or Higher [D1]	4
ECON 1000: Contemporary Economic Issues [B1]	2	MATH 2345 Discrete Mathematics <i>or</i> CSE 2300- Discrete Structures for Computing	3
General Education – World History [E3]	3	CGDD 2012- Fundamentals of Game Design	2
CSE 1321- Programming & Problem Solving I Δ	3	CGDD 2012L- Fundamentals of Game Design Lab	1
CSE 1321L- Programming & Problem Solving I Lab Δ	1	CSE 1322- Programming & Problem Solving II Δ	3
		CSE 1322L- Programming & Problem Solving II Lab Δ	1
TOTAL	15	TOTAL	17
Year 2 - Fall (15 credits)	Credits	Year 2 - Spring (13 credits)	Credits
General Education – Science Process (STEM) [D2]	4	General Education – Science Process (STEM) [D2]	4
General Education – U.S. History [E2]	3	POLS 1101- American Government [E1]	3
CSE 3801- Professional Practices & Ethics	2	CS 3305- Data Structures	3
CGDD 3103- Application Extension & Scripting	3	CGDD 4003- Digital Media & Interaction	3
SWE 3313- Introduction to Software Engineering	3		
TOTAL	15	TOTAL	13
Year 3 - Fall (15 credits)	Credits	Year 3 - Spring (15 credits)	Credits
MATH 2332- Probability and Data Analysis	3	General Education – Literature of the World [C1]	3
CS 4242- Artificial Intelligence	3	Core E4- Social Sciences	3
CS 4306- Algorithm Analysis	3	CS 4722- Computer Graphics & Multimedia	3
SWE 3643- Software Testing & Quality Assurance	3	CGDD 4303- Educational & Serious Game Design	3
MATH 3260- Linear Algebra I	3	SWE 4324- User-Centered Design	3
TOTAL:	15	TOTAL:	15
Year 4 - Fall (16 credits)	Credits	Year 4 - Spring (14 credits)	Credits
General Education – Cultural Perspectives [B2]	3	General Education – Arts and Cultures of the World [C2]	3
CGDD 4203- Mobile & Casual Game Development	3	CGDD 4814- Studio 2	4
CGDD 4803- Studio	3	CGDD 4603- Production Pipeline & Asset Management	3
CGDD 4113- 3D Modeling & Animation	3	Free Elective (2 of 2)	4
Free Elective (1 of 2)	4		
TOTAL:	16	TOTAL:	14

Program Total: 120 Credit Hours

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EDUCATIONAL SERIES TRACK

Year 1 - Fall (15 credits)	Credits	Year 1 - Spring (17 credits)	Credits
ENGL 1101: Composition I [A1]	3	ENGL 1102: Composition II [A1]	3
MATH 1113- Pre-Calculus or Higher [A2]	3	MATH 1190- Calculus or Higher [D1]	4
ECON 1000: Contemporary Economic Issues [B1]	2	MATH 2345 Discrete Mathematics <i>or</i> CSE 2300- Discrete Structures for Computing	3
General Education – World History [E3]	3	CGDD 2012- Fundamentals of Game Design	2
CSE 1321- Programming & Problem Solving I Δ	3	CGDD 2012L- Fundamentals of Game Design Lab	1
CSE 1321L- Programming & Problem Solving I Lab Δ	1	CSE 1322- Programming & Problem Solving II Δ	3
		CSE 1322L- Programming & Problem Solving II Lab Δ	1
TOTAL	15	TOTAL	17
Year 2 - Fall (15 credits)	Credits	Year 2 - Spring (13 credits)	Credits
General Education – Science Process (STEM) [D2]	4	General Education – Science Process (STEM) [D2]	4
General Education – U.S. History [E2]	3	TCOM 2010- Technical Communication	3
CSE 3801- Professional Practices & Ethics	2	CS 3305- Data Structures	3
CGDD 3103- Application Extension & Scripting	3	CGDD 4003- Digital Media & Interaction	3
SWE 3313- Introduction to Software Engineering	3		
TOTAL	15	TOTAL	13
Year 3 - Fall (15 credits)	Credits	Year 3 - Spring (15 credits)	Credits
MATH 2332- Probability and Data Analysis	3	General Education – Literature of the World [C1]	3
CS 4242- Artificial Intelligence	3	POLS 1101- American Government [E1]	3
CS 4306- Algorithm Analysis	3	CS 4722- Computer Graphics & Multimedia	3
SWE 3643- Software Testing & Quality Assurance	3	CGDD 4303- Educational & Serious Game Design	3
CGDD 4313- Designing Online Learning Content & Environments	3	SWE 4324- User-Centered Design	3
TOTAL:	15	TOTAL:	15
Year 4 - Fall (15 credits)	Credits	Year 4 - Spring (15 credits)	Credits
Core E4- Social Sciences	3	General Education – Arts and Cultures of the World [C2]	3
CGDD 4203- Mobile & Casual Game Development	3	General Education – Cultural Perspectives [B2]	3
CGDD 4803- Studio	3	CGDD 4814- Studio 2	4
TCOM Elective (1 of 2)	3	TCOM Elective (2 of 2)	3
Free Elective (1 of 2)	3	Free Elective (2 of 2)	2
TOTAL:	15	TOTAL:	15

Program Total: 120 Credit Hours

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