**COMPUTER SCIENCE – GAMING (2019-2020)**

**FALL (16hrs)**
- CSI 1430 INTRO CSI I
- CSI 1440 INTRO CSI II (B or better required)
- CSI 2350 DISCRETE STRUCTURES

**SPRING (16hrs)**
- CSI 2334 INTRO COMP SYSTEMS
- CSI 3334 INTRO DATA STRUCTURES
- CSI 3344 INTRO ALGORITHMS
- CSI 3471 SOFTWARE EGR I

**SUMMER (3-6hrs)**
- FOREIGN LANGUAGE

**FALL (16hrs)**
- MTH 1321 CALC I
- MTH 2311 or 2321
- REL 1310 SCRIPTURES
- REL 1350 PHI 1306 preferred
- ENG 1302 WRITING
- CSI 1095 FY SEMINAR

**SPRING (16hrs)**
- MTH 1322 CALC II
- PHY 1420 PHYSICS I
- CSI 3335 DATABASE DESIGN
- ENG 2301*, 2304*, or 2306*
- CSS 1302 SPEECH
- LF 11xx LIFE FIT

**FALL (16hrs)**
- CSI 2336 SYSTEMS PROGRAM
- CSI 3336 INTRO SYSTEMS PROGRAM
- CSI 3441 COMPUTER GRAPHICS
- FDM 3361 PROD METHODS II*

**SPRING (17hrs)**
- CSI 4349 COMP ARCHITECT
- CSI 4342 GAMING FRAMEWORK
- FDM 4313 DIFFUSIONS OF INNOV
- PHI 1310 COMPUTER ETHICS*

**FALL (16hrs)**
- CSI 3430 FOUNDATION OF COMP
- PHI 1306/1106

**SPRING (17hrs)**
- CSI 4337 OPERATING SYSTEMS
- CSI 4338 SYSTEMS PROGRAM
- CSI 4339 COMPUTER ARCHITECT

**FALL (16hrs)**
- CSI 4341 COMPUTER GRAPHICS
- CSI 4342 GAMING FRAMEWORK
- CSI 4330 FOUNDATION OF COMP

**SPRING (16hrs)**
- CSS 1302 SPEECH
- LF 11xx LIFE FIT

---

**Notes:**
- Need second-level proficiency in a foreign language – at least 1302 or 1412 must be achieved.
- Contact your academic advisor about receiving an override to allow you to register for this course.

**History/Social Science:** Six hours from the following: anthropology, economics, history, philosophy, political science (except 2302), psychology (except lab courses), sociology, or GEOG 1300

**Science:** Six to eight hours from the courses below or from courses which have PHY 1420, 1430, or one of the courses below as prerequisites:
1. BIO 1305/1105, 1306/1106
2. CHE 1301/1101, 1302/1102
3. GEO 1405, 1306/1106