**Computer Science – Gaming (2018-2019)**

**Fall (16 hrs)**
- CSI 1430 INTRO CSI I
- CSI 1440 INTRO CSI II (B or better required)
- CSI 2340 INTRO COMP SYSTEMS
- CSI 3334 INTRO TO VIDEO GAME DESIGN
- CS 2350 DISCRETE STRUCTURES
- CSI 3334 INTRO ALGORITHMS
- CSI 3471 SOFTWARE EGR I

**Spring (16 hrs)**
- CSI 3336 SYSTEMS PROGRAM
- CSI 3344 INTRO TO SOFTWARE ENGINEERING
- CSI 3347 DATABASE DESIGN
- CSI 4341 COMPUTER GRAPHICS
- CSI 4342 GAMING FRAMEWORK
- CSI 4349 COMP ARCHITECT
- CSI 4330 FOUNDATION OF COMP

**Summer (3-8 hrs)**
- FOREIGN LANGUAGE

**Fall (16 hrs)**
- CSI 3344 INTRO TO ALGORITHMS

**Spring (17 hrs)**
- CSI 3347 DATABASE DESIGN
- CSI 3372 SOFTWARE EGR II
- PHI 1310 COMPUTER ETHICS
- FDM 3361 PROD METHODS II
- FDM 4313 DIFFUSIONS OF INNOV
- MTH 2311 or 2321

**Notes:**
- * Need second-level proficiency in a foreign language – at least 1302, 1402, 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, 1406

**Notes:** Must have 36 hrs of advanced work (“3000”-“4000” courses) and a minimum of 124 hrs. Must have a grade of C or better in all CSI hours counted toward the major. The BU Undergraduate catalog serves as the student’s final authority on all degree requirements.