

## FIRST YEAR

### FALL SEMESTER

|                      |                                     |                             |                      |                      |
|----------------------|-------------------------------------|-----------------------------|----------------------|----------------------|
| <b>CSCI 109</b><br>2 | <b>CSCI 103L</b><br>(CSCI 109)<br>4 | <b>MATH 125 (GE F)</b><br>4 | <b>CTIN 190</b><br>4 | <b>ENGR 102</b><br>2 |
|----------------------|-------------------------------------|-----------------------------|----------------------|----------------------|

### SPRING SEMESTER

|  |  |  |                  |                               |
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| <b>CSCI 170</b><br>CSCI 103L, 109<br>4 | <b>CSCI 104L</b><br>CSCI 103L, (CSCI 170)<br>4 | <b>MATH 129 or MATH 126</b><br>MATH 125<br>4 | <b>GE B</b><br>4 | <b>OPTIONAL ELECTIVE</b><br>2 |
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## SECOND YEAR

### FALL SEMESTER

|                                    |  |                                  |                      |                               |
|------------------------------------|--|----------------------------------|----------------------|-------------------------------|
| <b>CSCI 201L</b><br>CSCI 104L<br>4 | <b>PHYS 151L (GE E)</b><br>MATH 125 or 126 or 220<br>4 | <b>ITP 380</b><br>CSCI 104L<br>4 | <b>WRIT 150</b><br>4 | <b>OPTIONAL ELECTIVE</b><br>2 |
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### SPRING SEMESTER

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| <b>CSCI 356</b><br>CSCI 104L<br>4 | <b>CSCI 270</b><br>CSCI 104L, 170<br>4 | <b>MATH 225 or EE 141L</b><br>MATH 126 or MATH 129<br>4 | <b>CSCI 281</b><br>4 | <b>OPTIONAL ELECTIVE</b><br>2 |
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## THIRD YEAR

### FALL SEMESTER

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| <b>CSCI 353</b><br>CSCI 201L<br>4 | <b>CSCI 420</b><br>CSCI 104, MATH 225<br>4 | <b>ITP 485</b><br>ITP 380<br>4 | <b>CTIN 488</b><br>4 | <b>OPTIONAL ELECTIVE</b><br>2 |
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### SPRING SEMESTER

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| <b>CSCI 350L</b><br>CSCI 201L, EE 352L<br>4 | <b>CSCI 423 or CSCI 426</b><br>ITP 380<br>4 | <b>CTIN 489</b><br>CTIN 488 (CTIN 484L)<br>2 | <b>CTIN 484L</b><br>CTIN 488 (CTIN 489)<br>2 | <b>GE C</b><br>4 | <b>OPTIONAL ELECTIVE</b><br>2 |
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## FOURTH YEAR

### FALL SEMESTER

|                        |  |                  |                  |                               |
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| <b>CSCI 491aL</b><br>4 | <b>CSCI 360</b><br>CSCI 104L, 170<br>4 | <b>GE A</b><br>4 | <b>GE C</b><br>4 | <b>OPTIONAL ELECTIVE</b><br>2 |
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### SPRING SEMESTER

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|------------------------|----------------------------------|------------------|------------------|----------------------|-------------------------------|
| <b>CSCI 491bL</b><br>2 | <b>WRIT 340</b><br>WRIT 150<br>3 | <b>GE B</b><br>4 | <b>GE D</b><br>4 | <b>CTAN 452</b><br>2 | <b>REQUIRED ELECTIVE</b><br>1 |
|------------------------|----------------------------------|------------------|------------------|----------------------|-------------------------------|

### MATHEMATICS (12 UNITS)

**MATH 125:** Calculus I  
**MATH 126 or 129:** Calculus II  
**MATH 225:** Linear Algebra & Diff. Equations  
 or **EE 141L:** Applied Linear Algebra for Engineering

### PHYSICS (4 UNITS)

**PHYS 151L:** Mechanics and Thermodynamics

### GENERAL EDUCATION (32 UNITS)

**GE A** The Arts (1 Course)  
**GE B** Humanistic Inquiry (2 Courses)  
**GE C** Social Analysis (2 Courses)  
**GE D** Life Sciences (1 Course)  
**GE E** Physical Sciences (1 Course)  
**GE F** Quantative Reasoning (1 Course)  
**GE G,H** Global Perspectives (2 Courses)\*  
**GESM** General Education Seminar (1 Course)\*

### WRITING (7 UNITS)

**WRIT 150:** Writing and Critical Reasoning  
**WRIT 340:** Advanced Writing

### COMPUTER SCIENCE (50 UNITS)


**CSCI 103L:** Introduction to Programming  
**CSCI 104L:** Data Structures & Object Oriented Design

**CSCI 109:** Introduction to Computing  
**CSCI 170:** Discrete Methods in Comp. Science  
**CSCI 201L:** Princ. of Software Development  
**CSCI 270:** Intro. to Algorithms & Theory of Computing  
**CSCI 350:** Introduction to Operating Systems  
**CSCI 353:** Introduction to Internetworking  
**CSCI 360:** Intro. to Artificial Intelligence  
**CSCI 420:** Computer Graphics  
**CSCI 491AL:** Final Game Project  
**CSCI 491BL:** Final Game Project  
**ENGR 102:** Engineering Freshmen Academy

### GAMES DEVELOPMENT (30 UNITS OUT OF 34)

**CSCI 281:** Pipelines for Games & Interactives  
**CSCI 423:** Native Console Multiplayer Game Development  
**CSCI 426:** Game Prototyping  
**CTIN 190:** Intro to Interactive Entertainment  
**CTIN 484L:** Intermediate Game Development  
**CTIN 488:** Game Design Workshop  
**CTIN 489:** Intermediate Game Design Workshop  
**CTAN 452:** Intro to Computer Animation  
**ITP 380:** Video Game Programming  
**ITP 485:** Programming Game Engines

### \*SPECIAL NOTES

 Courses with this symbol may be satisfied with AP, IB or A-Level exams. See page 17 for more information.

**GE:** Engineering students are encouraged to satisfy GE G and GE H with a course that also satisfies a Core Literacy. GE H may be satisfied by exam. Additionally, your GESM course should be taken in categories A, B, C, or D only. See pp. 16-17 for more information and consult your advisor for detailed assistance.

**GRADE QUALIFIER:** A grade of a C (2.0) or better is required for each of the core courses (CSCI 103, 170, 104 & 201). Courses with a grade of C- or below must be repeated; courses may only be retaken once with department approval.

**RECOMMENDED PREP:** It is recommended that students complete:

- » PHYS 151 with or before ITP 380
- » CSCI 353 before CSCI 423
- » ITP 485 before CSCI 423, 426