

COMPUTER SCIENCE
VIDEO GAME DESIGN & DEVELOPMENT CONCENTRATION
 Revised: August 2005
 Minimum: 124 Hours

EECE	140	_____	MATH	270	_____	ENGL	101	_____
CMPS	150	_____	MATH	301	_____	ENGL	102	_____
CMPS	260	_____	MATH	362	_____	ENGL	365	_____
CMPS	261	_____				ENGL	___	_____
CMPS	310	_____						
CMPS	341	_____				HIST	___	_____
CMPS	351	_____	STAT	427	_____			
CMPS	430	_____	STAT	454	_____	CMCN	___	_____
CMPS	440	_____						
CMPS	450	_____	PHYS	201	_____	BHSC	___	_____
CMPS	453	_____	SCI	___	_____	BHSC	___	_____
CMPS	455	_____	SCI	___	_____	AHBS	VIAR 235	_____
CMPS	460	_____	SCI lab	___	_____			
CMPS	___	_____	SCI lab	___	_____	ARTS	VIAR 335	_____
CMPS	___	_____	SCI lab	___	_____			

+ Must be at 400-level.

Concentration Requirements

					FREE	ELECT	6 credit hours (max of 4 KNEA)
CMPS	327	_____			_____	___	_____
CMPS	427	_____			_____	___	_____
**		_____			_____	___	_____
**		_____					
**		_____					

** Choose from: CMPS 415, 420, 452
 CMCN 365
 ENGL 223, 325, 327
 THEA 251, 252, 300, 351, 352
 VIAR 365, 366, 465

Prerequisites/Remedial

MATH 092	_____	ENGL 090	_____
MATH 105	_____	ACSK 090	_____
MATH 109	_____	ACSK 095	_____
MATH 110	_____		

Other Courses

_____	_____	_____
_____	_____	_____
_____	_____	_____