

**COMPUTER SCIENCE  
VIDEO GAME DESIGN & DEVELOPMENT CONCENTRATION**  
Revised: January 2006  
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 <sup>+</sup>	___	_____	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**

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_