

Curriculum Map Computer Science, Bachelor of Science Gaming

If you are required to complete any college readiness courses, you may not be able to complete the degree in four years. This curriculum map assumes that you have not transferred in any previously completed college level courses. This is an **unofficial** document; the student's program evaluation is the official document for viewing the requirements needed to complete the chosen bachelor's degree. Please consult with your advisor for registering for classes.

All students must have 36 hours of general education courses. The approved course list is located in the MSU Catalog, <http://www.moreheadstate.edu/catalog>.

If an "f" or "s" is listed beside the course, this indicates the class is normally offered only in the fall semester (f) or spring semester (s).

FIRST YEAR COURSE SCHEDULE								
✓	Course	Fall Semester	Credits		✓	Course	Spring Semester	Credits
	FYS 101	First Year Seminar	3			ENG 200	Writing II	3
	MATH 175	Calculus I	4			COMS 108	Fund. Of Speech Communication	3
	ENG 100	Writing I	3			MATH 275	Calculus II	4
	General Education	HUM I	3			CIS 205	Introduction to Programming C++	3
	CS 170/170L	Introduction to Computer Science	4			CS 172 (s)	Computer Games Concepts	3
Total Credit Hours			17		Total Credit Hours			16

SECOND YEAR COURSE SCHEDULE								
✓	Course	Fall Semester	Credits		✓	Course	Spring Semester	Credits
	General Education	HUM II	3			General Education	NSC II	3
	General Education	NSC I	3			General Education	SBS I	3
	PHYS 201/201A	Elementary Physics I/Lab	4			PHYS 202/202A	Elementary Physics II/Lab	4
	CS 303	Data Structures	3			CS 310	Algorithms & Advanced Data Structures	3
	CS 212 (f)	Game Implementation Technique	3			CS 312	Game Prototype Design & Implementation	3
Total Credit Hours			16		Total Credit Hours			16

THIRD YEAR COURSE SCHEDULE								
✓	Course	Fall Semester	Credits		✓	Course	Spring Semester	Credits
	General Education	SBS II	3			CS 360	Operating Systems	3
	MATH 308 (f)	Discrete Mathematics	3			CS 412	Software Engineering for Computer Games	3
	PHIL 103	Beginning Ethics	3			CS 450 (f) or CS 470 (s)	Computer Graphics or Artificial Intelligence	3
	CS 372	Math for Computer Games	3			Free Elective	Choose any course where you meet the prerequisite/s	3
	Free Elective	Recommended: CIS 326 (f)	3					
Total Credit Hours			15		Total Credit Hours			12

FOURTH YEAR COURSE SCHEDULE								
✓	Course	Fall Semester	Credits		✓	Course	Spring Semester	Credits
	CS 499C	Capstone & Senior Thesis I	2			CS 499D	Capstone & Senior Thesis II	1
	MATH 365 (f)	Intro. to Mathematical Statistics	3			CIS 426 (s)	Data Administration	3
	CS 380 (f)	Software Engineering	3			Free Elective	Choose any course where you meet the prerequisite/s	3
	CS 335 (f)	Theory of Programming Language	3			Free Elective	Choose any course where you meet the prerequisite/s	3
	CS 472	Multiplayer Networking Game Programming	3			Free Elective	Choose any course where you meet the prerequisite/s	3
						Free Elective	Choose any course where you meet the prerequisite/s	1
Total Credit Hours			14		Total Credit Hours			14