

WHEN CLASSES ARE OFFERED F=Fall SP=Spring SU=Summer ALL-All Semesters

F,SP	COM 1001 University Seminar _____	<input type="checkbox"/>	SSC 2413 Foundations of American Experience _____	<input type="checkbox"/>	ALL
ALL	COM 1103 English Composition _____	<input type="checkbox"/>	LLT 1213 World Masterpieces 1 _____	<input type="checkbox"/>	ALL
ALL	PSY 1213 Intro to Psychology _____	<input type="checkbox"/>	MCS 1514 Computer Science 1 _____	<input type="checkbox"/>	ALL
ALL	MCS 1414 Calculus 1 _____	<input type="checkbox"/>	MCS 1424 Calculus 2 _____	<input type="checkbox"/>	ALL
F	MCS 1643 Intro Games & Animation _____	<input type="checkbox"/>	MCS 1653 Game Genre Development _____	<input type="checkbox"/>	SP
F,SP	MCS 1142 Intro to C _____	<input type="checkbox"/>			
	16		17		

F	GAM 2213 History of Game Design _____	<input type="checkbox"/>	SSC 2423 Development of American Experience _____	<input type="checkbox"/>	ALL
ALL	MCS 2514 Computer Science 2 _____	<input type="checkbox"/>	LLT 1223 World Masterpieces 2 _____	<input type="checkbox"/>	ALL
F	MCS 3563 Game Design _____	<input type="checkbox"/>	MCS 2534 Data Structures _____	<input type="checkbox"/>	ALL
F,SP	MCS 2523 Discrete Math _____	<input type="checkbox"/>	PHY 2413 University Physics 1 _____	<input type="checkbox"/>	ALL
ALL	MCS 2414 Calculus 3 _____	<input type="checkbox"/>	PHY 2421 University Physics 1 Lab _____	<input type="checkbox"/>	ALL
ALL	LDR 2001 Leadership Models & Practices _____	<input type="checkbox"/>	GAM 2313 Integrated Game Studio 1 _____	<input type="checkbox"/>	SP
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ALL	COM 3000 Writing Proficiency Exam _____	<input type="checkbox"/>	MCS 3543 Database Systems _____	<input type="checkbox"/>	F,SP
ALL	COM 2103 Technical & Professional Communication _____	<input type="checkbox"/>	MCS 3633 Functional Programming _____	<input type="checkbox"/>	F,SP
F	CRW 2513 Creative Writing _____	<input type="checkbox"/>	GAM 3313 Integrated Game Studio 2 _____	<input type="checkbox"/>	SP
ALL	MCS 3663 Computer Architecture & Assembler _____	<input type="checkbox"/>	MCS 4633 Artificial Intelligence _____	<input type="checkbox"/>	SP
ALL	PHY 2423 University Physics 2 _____	<input type="checkbox"/>	MCS 3503 Computer Graphics Programming _____	<input type="checkbox"/>	SP
ALL	PHY 2431 University Physics 2 Lab _____	<input type="checkbox"/>	LDR 3000 Leadership Seminar Series _____	<input type="checkbox"/>	F,SP
F,SP	MCS 3863 Linear Algebra _____	<input type="checkbox"/>			
	16		15		

F	MCS 3683 Principles of Animation _____	<input type="checkbox"/>	SSC/PSY 3xx3 or 4xx3 Junior /Senior Elective _____	<input type="checkbox"/>	ALL
F,SP	MCS 4653 Theory of Computation _____	<input type="checkbox"/>	MCS 4643 Comparative Programming Language _____	<input type="checkbox"/>	F,SP
F,SP	MCS 4613 Computer Networks _____	<input type="checkbox"/>	MCS 4623 Software Engineering _____	<input type="checkbox"/>	F,SP
F,SP	MCS 4833 Senior Project _____	<input type="checkbox"/>	MCS 4843 Senior Project 2 _____	<input type="checkbox"/>	F,SP
ALL	LDR 4000 Leadership Capstone _____	<input type="checkbox"/>	LLT 3xx3 or 4xx3 Junior / Senior Elective _____	<input type="checkbox"/>	ALL
F,SP	MCS 4663 Operating Systems _____	<input type="checkbox"/>			
	15		15		

UG Credits 129

Developmental Classes

Surplus Electives
