PRE-MAJOR REQUIREMENTS:
C- or better required and a minimum 3.0 average GPA (overall and within pre-major courses) required to apply for full major status.

1. EAE 1030, Foundations of CS ____________________________ (3)
2. EAE 1410, Object-Orient. Prog. _________________________ (4)
3. EAE 2420, Algorithms/Data Struct. ______________________ (4)
4. Math 1210, Calculus I (QR) ____________________________ (4)
5. Math 1220, Calculus II (QR) ____________________________ (4)

GENERAL EDU. REQUIREMENTS:
Honors options also accepted for WR2, CW, and AI requirements. See minimum grade requirements in handbook.

1. Wrtg 2010, Intermediate Writing (WR2) __________________ (3)
2. FA 3600, Writing for New Media (CW) ___________________ (3)
3. American Institutions (AI) _______________________________ (3)

Six Intellectual Exploration (IE) courses required. TWO must be upper division (3000-level or above), ONE must satisfy the Diversity requirement and ONE must satisfy the International requirement.

4. ART 1020, Basic Drawing (FF): ___________________________ (3)
5. Fine Arts (FF): _______________________________ (3)

6. Humanities (HF): _______________________________ (3)
7. Humanities (HF): _______________________________ (3)

8. Social/Behavioral Science (BF): ____________________________ (3)
   - Upper Division (3000+ level IE)
   - Upper Division (3000+ level IE)
   - Diversity (DV)
   - International (IR)

MATH / SCIENCE ELECTIVES:
C- or better required in all math/science courses.

ONE additional math/science elective is required (3+ credits). Choose any non-CS, math or science class with Math 1220 (Calculus II) as a pre- or co-requisite. Physics 2220 will also be accepted. Math 2200, 3010, 5010, 3070 not allowed. Math 2250 not accepted if Math 2270 is taken.

1. Physics 2210, Physics I ________________________ (4)
2. Choose 1: Math 2210 (QR) or Math 2270 ________ (3)
3. CS 3130, Eng Prob & Stats (QI) _____________________ (3)
4. _______________________________ ( )

FILM REQUIREMENTS:
C- or better required in all FILM courses.

1. FILM 2700, Intro to Video Games ________________________ (3)
2. FILM 3500, Film Production ___________________________ (4)

The following requirements are restricted to FULL Majors:
C- or better required in all CS, EAE & Film courses. CR/NC grades not allowed for any major requirement. 2.5 GPA (overall & within CS) required to graduate.

MAJOR REQUIREMENTS:

1. CS 2100, Discrete Structures ________________________ (3)
2. CS 3500, Software Practice I ___________________________ (4)
3. CS 3505, Software Practice II ____________________________ (3)
4. CS 3810, Computer Organization (QI) ___________________ (4)
5. CS 4150, Algorithms (QI) ______________________________ (3)
6. CS 4400, Computer Systems (QI) ________________________ (4)

EAE REQUIREMENTS:

1. EAE 3600, 3D Modeling ____________________________ (3)
2. EAE 3660, Machinima _______________________________ (3)
3. CS 4300, Artificial Intelligence ________________________ (3)
4. CS 5530, Databases _______________________________ (3)

5. Choose ONE: (if both classes are taken, one counts as a CS elective below)
   - CS 5460, Operating Systems __________________________ (4)
   - CS 5470, Compilers _______________________________ (4)

CS ELECTIVE
Choose TWO: 4000+ level CS courses (3-4 cr). Seminars and EAE courses not accepted. (Suggested: CS 4480, 4540, 4600, 5350, 5630)

1. _______________________________ (3)
2. _______________________________ (3)

SERIES REQUIREMENT:
Choose ONE:

ANIMATION SERIES
   - FILM 3610, Computer Animation I ___________________________ (4)
   - FILM 3620, Computer Animation II ___________________________ (4)

   or

GAME DESIGN SERIES
   - FILM 3710, Traditional Game Development ___________________________ (4)
   - FILM 3720, Alternative Game Development ___________________________ (4)

THEORY RESTRICTED ELECTIVE
Choose ONE:

   - CS 3100, Models of Computation (QI) ___________________________ (3)

   or

   - CS 3200, Scientific Computing ___________________________ (3)

CAPSTONE REQUIREMENT

1. EAE 4500, Senior Project I ___________________________ (3)
2. EAE 4510, Senior Project II ________________________ (3)

See the CS Undergraduate Handbook online for complete details 5/10/16