

COMPUTER SCIENCE: EAE TRACK

2009-2010 B.S. Degree Requirements

PRE-MAJOR REQUIREMENTS:

Required in order to apply for full major status: C- or better in each course, and a 2.8 average GPA among the following courses:

1. CS 1010, Intro to Unix _____ (.5)
2. CS 1060, Explorations in CS _____ (3)
3. CS 1410, Comp. Science I _____ (4)
4. CS 2420, Comp. Science II _____ (4)
5. Math 1210, Calculus I _____ (4)
6. Math 1220, Calculus II _____ (4)

GENERAL EDU. REQUIREMENTS:

1. Wrtg 2010 _____
2. FA3600, Writing for New Media _____

3. American Institutions (AI) _____
**(choose one of: Econ 1740, Hist 1700, Hon 2212, PoIS 1100)*

A total of **6 courses** must be taken in the following 3 areas: Fine Arts, Humanities, Behavioral/Social Science, take two courses from each area. **TWO** of those six classes **must** be upper division (3000 level or above), one must satisfy the University Diversity requirement and one must satisfy the University International requirement.

4. ART1020, Drawing for non-majors (FF): _____
5. Fine Arts (FF): _____

6. Humanities (HF): _____
7. Humanities (HF): _____

8. Social/Behavioral Science (BF): _____
9. Social/Behavioral Science (BF): _____

- Upper Division 1 _____
- Upper Division 2 _____
- Diversity (DV) _____
- International (IR) _____

MATH / SCIENCE ELECTIVES:

Physics 2210, 2220, and Math 2210 are required, plus one of the two required electives: Math 2270 or ECE 3530/ CS 3130

One additional elective is required (at least 3 credits). Choose any non-CS class that has Math 1220 (Calculus II) as a prerequisite or co-requisite. Math 2250 will not be allowed if Math 2270 is taken. We will also accept ECE 1270, Biol 1210, or Chem 1210.

1. Physics 2210, Physics for Sci. & Engineers I _____ (4)
2. Physics 2220, Physics II _____
3. Math 2210, Calculus III _____
4. Required Elective 1 _____
5. _____

The following requirements are restricted to FULL Majors:

MAJOR REQUIREMENTS:

1. CS 3500, Software Practice I _____ (4,F)
2. CS 3810, Comp. Organization _____ (4,F)
3. CS 3505, Software Practice II _____ (3,S)
4. CS 4150, Algorithms _____ (4,S)
5. CS 2100, Discrete Structures _____ (3,F)
6. CS 4400, Comp. Systems _____ (4,F)

FILM REQUIREMENT:

1. FILM 3710, Film Production _____ (3,F)

EAE REQUIREMENTS:

1. CS 3650, 3D Modeling for VG&M _____ (3,F)
2. CS 5460, Operating Systems _____ (4,F)
3. CS 5300, Artificial Intelligence _____ (3,S)
4. CS 5530, Databases _____ (3,F)
5. CS3660, Machinima _____ (3,S)

EAE CS ELECTIVE

Choose one course from the approved EAE list: CS 5350, CS 5600, CS 5610, CS 4540, CS 6620

1. _____ ()

SERIES REQUIREMENT:

Choose ONE:

ANIMATION SERIES

1. FILM 4700, Computer Animation I _____ (4,F)
2. FILM 4710, Computer Animation II _____ (4,S)

OR:

GAME DESIGN SERIES

1. FILM 4750, Game Design I _____ (4,F)
2. FILM 4760, Game Design II _____ (4,S)

THEORY REQUIREMENT

1. CS 3200, Scientific Computing _____ (3,S)

CAPSTONE REQUIREMENT

1. CS 4510, Senior Project I _____ (3,F)
2. CS 4515, Senior Project II _____ (3,S)