COMPUTER SCIENCE  2015-2016  B.S. Degree Requirements
Entertainment Arts & Engineering (EAE) emphasis
CS undergraduate advising: ugrad-help@cs.utah.edu or 801-581-8224

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, Algthrhm/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)
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.

Owen additional math/science elective is required (at least three 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.

1. Physics 2210, Physics I _______________________________ (4)
2. Math 2210, Calc III (QR) ____________________________ (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)
   - or
   - CS 5470, Compilers __________________________________ (4)

CS ELECTIVE
Choose TWO: 4000+ level CS course (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 1/1/15