Computer Science with Games B.S. Degree
— Suggested 4-year Plans

Students who start with CS 1400 and MATH 1080.

	FALL semester		SPRING semester	
Freshman year (35 credits)	CS 1400: Intro to Comp Programming	4	CS 1410: Intro to Object-Orient Prog	4
	MATH 1080: Precalculus	5	MATH 1210: Calculus I†	4
	GAMES 1050: Digital Content Creation	3	GAMES 2100: Intro to Game Design	3
	Gen Ed†	3	Gen Ed	3
	WRTG 2010: Intermediate Writing†	3	American Institutions (AI)†	3
Sophomore year (33 credits)	CS 2420: Discrete Structures	4	CS 3500: Software Practice II	3
	MATH 1220: Calculus II†	4	CS 2100: Discrete Structures	3
	GAMES 3010: Asset Pipeline	3	MATH 2270: Linear Algebra	4
	Gen Ed†	3	GAMES 3660: Interactive Machinima	3
	Gen Ed (IR)†	3	Gen Ed (DV)†	3
Junior year (27 credits)	CS 3505: Software Practice II	3	CS 4400: Computer Systems	3
	CS 3810: Computer Organization	3	CS Ethics	3
	CS 3130: Eng Prob & Stats	3	CS Theory: CS 3100 or 3200	3
	GAMES 3710: Traditional Game Design	3	GAMES 3720: Alternative Game Design	3
	ART 3605 or WRTG 4030†	3		
Senior year (25 credits)	GAMES 4500: Senior Project I	3	GAMES 4510: Senior Project II	3
	CS 4150: Algorithms	3	CS Elective	3
	CS Elective	3	CS Elective	3
	CS Elective	3	CS Elective	3
120 credits total	Free Elective if Needed	1		

Students who start with CS 1420 and Calculus I.

	FALL semester		SPRING semester	
Freshman year (31 credits)	CS 1420: Accel Object-Orient Prog.	4	CS 2420: Intro to Algs & Data Structures	4
	MATH 1210: Calculus I†	4	MATH 1220: Calculus II†	4
	GAMES 1050: Digital Content Creation	3	GAMES 2100: Intro to Game Design	3
	Gen Ed†	3	Gen Ed	3
	WRTG 2010: Intermediate Writing†	3		
Sophomore year (29 credits)	CS 2100: Discrete Mathematics	3	CS 3130: Engineering Prob & Stats	3
	CS 3500: Software Practice I	4	CS 3505: Software Practice II	3
	MATH 2270: Linear Algebra	4	CS 3810: Computer Organization	3
	GAMES 3010: Asset Pipeline	3	GAMES 3660: Interactive Machinima	3
	Free Elective if Needed	3		
Junior year (32 credits)	CS 4400: Computer Systems	3	CS 4150: Algorithms	3
	CS Ethics	3	CS Elective	3
	CS Elective	3	CS Theory: CS 3100 or 3200	4
	GAMES 3710: Traditional Game Design	3	GAMES 3720: Alternative Game Design	3
	Free Elective if Needed	3	American Institutions (AI)†	3
Senior year (28 credits)	GAMES 4500: Senior Project I	3	GAMES 4510: Senior Project II	3
	CS Elective	3	CS Elective	3
	CS Elective	3	Gen Ed†	3
	ART 3605 or WRTG 4030†	3	Gen Ed (DV)†	3
120 credits total	Free Elective if Needed	1	Gen Ed (IR)†	3

† Honors options available, see https://honors.utah.edu/ for details.

‡ Project Students pursuing the Honors degree must take CS 4998 concurrently with CS 4500 to satisfy the Honors Thesis Work.