Computer Game Design & Development, B.S.C.G.D.D.
College of Computing and Software Engineering
8 Semester Plan

Media-Production Track

Year 1 - Fall (15 credits)	Credits	Year 1 - Spring (17 credits)	Credits
ENGL 1101- Composition I [Core A1]	3	ENGL 1102- Composition II [Core A1]	3
MATH 1113- Pre-Calculus or Higher [Core A2]	3	Math 1190- Calculus or Higher [Core D1]	4
ECON 1000- Contemporary Economic Issues [Core B1]	2	MATH 2345- Discrete Mathematics *or* CSE 2300- Discrete Structures for Computing	3
General Education Core E3	3	CGDD 2012- Fundamentals of Game Design	2
CSE 1321- Programming & Problem Solving † Δ	3	CGDD 2012L- Fundamentals of Game Design Lab	1
CSE 1321L- Programming & Problem Solving Lab † Δ	1	CSE 1322- Programming & Problem Solving II Δ	3
		CSE 1322L- Programming & Problem Solving II Lab Δ	1
TOTAL	15	TOTAL	17
Year 2 - Fall (15 credits)	**Credits**	**Year 2 - Spring (16 credits)**	**Credits**
General Education Core D2 [STEM]	4	General Education Core D2 [STEM]	4
General Education Core E2	3	POLS 1101- American Government [Core E1]	3
CSE 3801- Professional Practices & Ethics	2	CS 3305- Data Structures	3
CGDD 3103- Application Extension & Scripting	3	CGDD 4003- Digital Media & Interaction	3
SWE 3313- Introduction to Software Engineering	3	CSE 3153- Database Systems	3
TOTAL	15	TOTAL	16
Year 3 - Fall (15 credits)	**Credits**	**Year 3 - Spring (15 credits)**	**Credits**
STAT 2332- Probability & Data Analysis	3	General Education Core C1	3
CGDD 4242- Agent-Based Artificial Intelligence	3	General Education Core E4	3
CS 4306- Algorithm Analysis	3	CS 4722- Computer Graphics & Multimedia	3
SWE 3643- Software Testing & Quality Assurance	3	CGDD 4303- Educational & Serious Game Design	3
MATH 3260- Linear Algebra I	3	SWE 4324- User-Centered Design	3
TOTAL:	15	TOTAL:	15
Year 4 - Fall (15 credits)	**Credits**	**Year 4 - Spring (12 credits)**	**Credits**
General Education Core B2	3	General Education Core C2	3
CGDD 4203- Mobile & Casual Game Development	3	CGDD 4814- Studio 2	4
CGDD 4803- Studio	3	Free Elective (1 of 2)	3
CGDD 4113- 3D Modeling and Animation	3	Free Elective (2 of 2)	2
CGDD 4603- Production Pipeline & Asset Management	3		
TOTAL:	15	TOTAL:	12

Program Total: 120 Credit Hours

*Recommended General Education Course   **†Milestone**   **Δ Course must be completed by B or better**

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Custom Track

Year 1 - Fall (15 credits)	Credits	Year 1 - Spring (17 credits)	Credits
ENGL 1101- Composition I [Core A1]	3	ENGL 1102- Composition II [Core A1]	3
MATH 1113- Pre-Calculus or Higher [Core A2]	3	Math 1190- Calculus or Higher [Core D1]	4
ECON 1000- Contemporary Economic Issues [Core B1]	2	MATH 2345- Discrete Mathematics *or* CSE 2300- Discrete Structures for Computing	3
General Education Core E3	3	CGDD 2012- Fundamentals of Game Design	2
CSE 1321- Programming & Problem Solving † Δ	3	CGDD 2012L- Fundamentals of Game Design Lab	1
CSE 1321L- Programming & Problem Solving Lab † Δ	1	CSE 1322- Programming & Problem Solving II Δ	3
		CSE 1322L- Programming & Problem Solving II Lab Δ	1
TOTAL	15	TOTAL	17
Year 2 - Fall (15 credits)	**Credits**	**Year 2 - Spring (16 credits)**	**Credits**
General Education Core D2 [STEM]	4	General Education Core D2 [STEM]	4
General Education Core E2	3	POLS 1101- American Government [Core E1]	3
CSE 3801- Professional Practices & Ethics	2	CS 3305- Data Structures	3
CGDD 3103- Application Extension & Scripting	3	CGDD 4003- Digital Media & Interaction	3
SWE 3313- Introduction to Software Engineering	3	CSE 3153- Database Systems	3
TOTAL	15	TOTAL	16
Year 3 - Fall (15 credits)	**Credits**	**Year 3 - Spring (15 credits)**	**Credits**
STAT 2332- Probability & Data Analysis	3	General Education Core C1	3
CGDD 4242- Agent-Based Artificial Intelligence	3	General Education Core E4	3
CS 4306- Algorithm Analysis	3	CS 4722- Computer Graphics & Multimedia	3
SWE 3643- Software Testing & Quality Assurance	3	CGDD 4303- Educational & Serious Game Design	3
Concentration Course (1 of 5)	3	SWE 4324- User-Centered Design	3
TOTAL:	15	TOTAL:	15
Year 4 - Fall (15 credits)	**Credits**	**Year 4 - Spring (12 credits)**	**Credits**
General Education Core B2	3	General Education Core C2	3
CGDD 4203- Mobile & Casual Game Development	3	CGDD 4814- Studio 2	4
CGDD 4803- Studio	3	Concentration Course (4 of 5)	3
Concentration Course (2 of 5)	3	Concentration Course (5 of 5)	2
Concentration Course (3 of 5)	3		
TOTAL:	15	TOTAL:	12

Program Total: 120 Credit Hours

*Recommended General Education Course **†Milestone** **Δ Course must be completed by B or better**

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Planning Management Track

Year 1 - Fall (15 credits)	Credits	Year 1 - Spring (17 credits)	Credits
ENGL 1101- Composition I [Core A1]	3	ENGL 1102- Composition II [Core A1]	3
MATH 1113- Pre-Calculus or Higher [Core A2]	3	Math 1190- Calculus or Higher [Core D1]	4
ECON 1000- Contemporary Economic Issues [Core B1]	2	MATH 2345- Discrete Mathematics *or* CSE 2300- Discrete Structures for Computing	3
General Education Core E3	3	CGDD 2012- Fundamentals of Game Design	2
CSE 1321- Programming & Problem Solving † Δ	3	CGDD 2012L- Fundamentals of Game Design Lab	1
CSE 1321L- Programming & Problem Solving Lab † Δ	1	CSE 1322- Programming & Problem Solving II Δ	3
		CSE 1322L- Programming & Problem Solving II Lab Δ	1
TOTAL	15	TOTAL	17
Year 2 - Fall (15 credits)	**Credits**	**Year 2 - Spring (16 credits)**	**Credits**
General Education Core D2 [STEM]	4	General Education Core D2 [STEM]	4
General Education Core E2	3	POLS 1101- American Government [Core E1]	3
CSE 3801- Professional Practices & Ethics	2	CS 3305- Data Structures	3
CGDD 3103- Application Extension & Scripting	3	CGDD 4003- Digital Media & Interaction	3
SWE 3313- Introduction to Software Engineering	3	CSE 3153- Database Systems	3
TOTAL	15	TOTAL	16
Year 3 - Fall (15 credits)	**Credits**	**Year 3 - Spring (15 credits)**	**Credits**
STAT 2332- Probability & Data Analysis	3	General Education Core C1	3
CGDD 4242- Agent-Based Artificial Intelligence	3	General Education Core E4	3
CS 4306- Algorithm Analysis	3	CS 4722- Computer Graphics & Multimedia	3
SWE 3643- Software Testing & Quality Assurance	3	CGDD 4303- Educational & Serious Game Design	3
Planning-Management Elective (1 of 3)	3	SWE 4324- User-Centered Design	3
TOTAL:	15	TOTAL:	15
Year 4 - Fall (15 credits)	**Credits**	**Year 4 - Spring (12 credits)**	**Credits**
General Education Core B2	3	General Education Core C2	3
CGDD 4203- Mobile & Casual Game Development	3	CGDD 4814- Studio 2	4
CGDD 4803- Studio	3	Planning-Management Elective (3 of 3)	3
Planning-Management Elective (2 of 3)	3	Free Elective (1 of 1)	2
TCOM Elective (1 of 2)	3		
TOTAL:	15	TOTAL:	12

Program Total: 120 Credit Hours

*Recommended General Education Course   †Milestone   Δ Course must be completed by B or better

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Educational-Serious Track

Year 1 - Fall (15 credits)	Credits	Year 1 - Spring (17 credits)	Credits
ENGL 1101- Composition I [Core A1]	3	ENGL 1102- Composition II [Core A1]	3
MATH 1113- Pre-Calculus or Higher [Core A2]	3	Math 1190- Calculus or Higher [Core D1]	4
ECON 1000- Contemporary Economic Issues [Core B1]	2	MATH 2345- Discrete Mathematics *or* CSE 2300- Discrete Structures for Computing	3
General Education Core E3	3	CGDD 2012- Fundamentals of Game Design	2
CSE 1321- Programming & Problem Solving † Δ	3	CGDD 2012L- Fundamentals of Game Design Lab	1
CSE 1321L- Programming & Problem Solving Lab † Δ	1	CSE 1322- Programming & Problem Solving II Δ	3
		CSE 1322L- Programming & Problem Solving II Lab Δ	1
TOTAL	15	TOTAL	17
Year 2 - Fall (15 credits)	**Credits**	**Year 2 - Spring (16 credits)**	**Credits**
General Education Core D2 [STEM]	4	General Education Core D2 [STEM]	4
General Education Core E2	3	POLS 1101- American Government [Core E1]	3
CSE 3801- Professional Practices & Ethics	2	CS 3305- Data Structures	3
CGDD 3103- Application Extension & Scripting	3	CGDD 4003- Digital Media & Interaction	3
SWE 3313- Introduction to Software Engineering	3	CSE 3153- Database Systems	3
TOTAL	15	TOTAL	16
Year 3 - Fall (15 credits)	**Credits**	**Year 3 - Spring (15 credits)**	**Credits**
STAT 2332- Probability & Data Analysis	3	General Education Core C1	3
CGDD 4242- Agent-Based Artificial Intelligence	3	General Education Core E4	3
CS 4306- Algorithm Analysis	3	CS 4722- Computer Graphics & Multimedia	3
SWE 3643- Software Testing & Quality Assurance	3	CGDD 4303- Educational & Serious Game Design	3
TCOM 2010- Technical Writing	3	SWE 4324- User-Centered Design	3
TOTAL:	15	TOTAL:	15
Year 4 - Fall (15 credits)	**Credits**	**Year 4 - Spring (12 credits)**	**Credits**
General Education Core B2	3	General Education Core C2	3
CGDD 4203- Mobile & Casual Game Development	3	CGDD 4814- Studio 2	4
CGDD 4803- Studio	3	TCOM Elective (2 of 2)	3
CGDD 4313- Designing Online Learning Content & Environments	3	Free Elective (1 of 1)	2
TCOM Elective (1 of 2)	3		
TOTAL:	15	TOTAL:	12

Program Total: 120 Credit Hours

*Recommended General Education Course **†Milestone** **Δ Course must be completed by B or better**

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Simulations-Information Track

Year 1 - Fall (15 credits)	Credits	Year 1 - Spring (17 credits)	Credits
ENGL 1101- Composition I [Core A1]	3	ENGL 1102- Composition II [Core A1]	3
MATH 1113- Pre-Calculus or Higher [Core A2]	3	Math 1190- Calculus or Higher [Core D1]	4
ECON 1000- Contemporary Economic Issues [Core B1]	2	MATH 2345- Discrete Mathematics *or* CSE 2300- Discrete Structures for Computing	3
General Education Core E3	3	CGDD 2012- Fundamentals of Game Design	2
CSE 1321- Programming & Problem Solving † Δ	3	CGDD 2012L- Fundamentals of Game Design Lab	1
CSE 1321L- Programming & Problem Solving Lab † Δ	1	CSE 1322- Programming & Problem Solving II Δ	3
		CSE 1322L- Programming & Problem Solving II Lab Δ	1
TOTAL	15	TOTAL	17
Year 2 - Fall (15 credits)	**Credits**	**Year 2 - Spring (16 credits)**	**Credits**
General Education Core D2 [STEM]	4	General Education Core D2 [STEM]	4
General Education Core E2	3	POLS 1101- American Government [Core E1]	3
CSE 3801- Professional Practices & Ethics	2	CS 3305- Data Structures	3
CGDD 3103- Application Extension & Scripting	3	CGDD 4003- Digital Media & Interaction	3
SWE 3313- Introduction to Software Engineering	3	CSE 3153- Database Systems	3
TOTAL	15	TOTAL	16
Year 3 - Fall (15 credits)	**Credits**	**Year 3 - Spring (15 credits)**	**Credits**
STAT 2332- Probability & Data Analysis	3	General Education Core C1	3
CGDD 4242- Agent-Based Artificial Intelligence	3	General Education Core E4	3
CS 4306- Algorithm Analysis	3	CS 4722- Computer Graphics & Multimedia	3
SWE 3643- Software Testing & Quality Assurance	3	CGDD 4303- Educational & Serious Game Design	3
Free Elective (1 of 3)	3	SWE 4324- User-Centered Design	3
TOTAL:	15	TOTAL:	15
Year 4 - Fall (15 credits)	**Credits**	**Year 4 - Spring (12 credits)**	**Credits**
General Education Core B2	3	General Education Core C2	3
CGDD 4203- Mobile & Casual Game Development	3	CGDD 4814- Studio 2	4
CGDD 4803- Studio	3	Free Elective (2 of 3)	3
Approved Upper-Level CCSE Course	3	Free Elective (3 of 3)	2
CGDD 4703- Data Modeling and Simulations	3		
TOTAL:	15	TOTAL:	12

Program Total: 120 Credit Hours

*Recommended General Education Course   †Milestone   Δ Course must be completed by B or better

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Creative Content Track

Year 1 - Fall (15 credits)	Credits	Year 1 - Spring (17 credits)	Credits
ENGL 1101- Composition I [Core A1]	3	ENGL 1102- Composition II [Core A1]	3
MATH 1113- Pre-Calculus or Higher [Core A2]	3	Math 1190- Calculus or Higher [Core D1]	4
ECON 1000- Contemporary Economic Issues [Core B1]	2	MATH 2345- Discrete Mathematics *or* CSE 2300- Discrete Structures for Computing	3
General Education Core E3	3	CGDD 2012- Fundamentals of Game Design	2
CSE 1321- Programming & Problem Solving † Δ	3	CGDD 2012L- Fundamentals of Game Design Lab	1
CSE 1321L- Programming & Problem Solving Lab † Δ	1	CSE 1322- Programming & Problem Solving II Δ	3
		CSE 1322L- Programming & Problem Solving II Lab Δ	1
TOTAL	15	TOTAL	17
Year 2 - Fall (15 credits)	**Credits**	**Year 2 - Spring (16 credits)**	**Credits**
General Education Core D2 [STEM]	4	General Education Core D2 [STEM]	4
General Education Core E2	3	POLS 1101- American Government [Core E1]	3
CSE 3801- Professional Practices & Ethics	2	CS 3305- Data Structures	3
CGDD 3103- Application Extension & Scripting	3	CGDD 4003- Digital Media & Interaction	3
SWE 3313- Introduction to Software Engineering	3	CSE 3153- Database Systems	3
TOTAL	15	TOTAL	16
Year 3 - Fall (15 credits)	**Credits**	**Year 3 - Spring (15 credits)**	**Credits**
STAT 2332- Probability & Data Analysis	3	General Education Core C1	3
CGDD 4242- Agent-Based Artificial Intelligence	3	General Education Core E4	3
CS 4306- Algorithm Analysis	3	CS 4722- Computer Graphics & Multimedia	3
SWE 3643- Software Testing & Quality Assurance	3	CGDD 4303- Educational & Serious Game Design	3
MEBU 2270- Entertainment Media Production	3	SWE 4324- User-Centered Design	3
TOTAL:	15	TOTAL:	15
Year 4 - Fall (15 credits)	**Credits**	**Year 4 - Spring (12 credits)**	**Credits**
General Education Core B2	3	General Education Core C2	3
CGDD 4203- Mobile & Casual Game Development	3	CGDD 4814- Studio 2	4
CGDD 4803- Studio	3	MEBU Elective (2 of 2)	3
CGDD 4113- 3D Modeling & Animation	3	Free Elective (1 of 1)	2
MEBU Elective (1 od 2)	3		
TOTAL:	15	TOTAL:	12

Program Total: 120 Credit Hours

*Recommended General Education Course   †Milestone   Δ Course must be completed by B or better

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Computer Science Track

Year 1 - Fall (15 credits)	Credits	Year 1 - Spring (17 credits)	Credits
ENGL 1101- Composition I [Core A1]	3	ENGL 1102- Composition II [Core A1]	3
MATH 1113- Pre-Calculus or Higher [Core A2]	3	Math 1190- Calculus or Higher [Core D1]	4
ECON 1000- Contemporary Economic Issues [Core B1]	2	MATH 2345- Discrete Mathematics *or* CSE 2300- Discrete Structures for Computing	3
General Education Core E3	3	CGDD 2012- Fundamentals of Game Design	2
CSE 1321- Programming & Problem Solving † Δ	3	CGDD 2012L- Fundamentals of Game Design Lab	1
CSE 1321L- Programming & Problem Solving Lab † Δ	1	CSE 1322- Programming & Problem Solving II Δ	3
		CSE 1322L- Programming & Problem Solving II Lab Δ	1
TOTAL	15	TOTAL	17
Year 2 - Fall (15 credits)	**Credits**	**Year 2 - Spring (16 credits)**	**Credits**
General Education Core D2 [STEM]	4	General Education Core D2 [STEM]	4
General Education Core E2	3	POLS 1101- American Government [Core E1]	3
CSE 3801- Professional Practices & Ethics	2	CS 3305- Data Structures	3
CGDD 3103- Application Extension & Scripting	3	CGDD 4003- Digital Media & Interaction	3
SWE 3313- Introduction to Software Engineering	3	CSE 3153- Database Systems	3
TOTAL	15	TOTAL	16
Year 3 - Fall (15 credits)	**Credits**	**Year 3 - Spring (15 credits)**	**Credits**
STAT 2332- Probability & Data Analysis	3	General Education Core C1	3
CGDD 4242- Agent-Based Artificial Intelligence	3	General Education Core E4	3
CS 4306- Algorithm Analysis	3	CS 4722- Computer Graphics & Multimedia	3
SWE 3643- Software Testing & Quality Assurance	3	CGDD 4303- Educational & Serious Game Design	3
CS Elective Course (1 of 3)	3	SWE 4324- User-Centered Design	3
TOTAL:	15	TOTAL:	15
Year 4 - Fall (15 credits)	**Credits**	**Year 4 - Spring (12 credits)**	**Credits**
General Education Core B2	3	General Education Core C2	3
CGDD 4203- Mobile & Casual Game Development	3	CGDD 4814- Studio 2	4
CGDD 4803- Studio	3	CS Elective Course (3 of 3)	3
CS Elective Course (2 of 3)	3	Free Elective (2 of 2)	2
Free Elective (1 of 2)	3		
TOTAL:	15	TOTAL:	12

Program Total: 120 Credit Hours

*Recommended General Education Course   †Milestone   Δ Course must be completed by B or better

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