

Computer Science *Games/EAE* B.S. Degree - Requirements 2019-20

See handbook.cs.utah.edu for complete details and additional restrictions.

Questions? Contact a CS Academic Advisor: [book appointment](#) or ugrad-help@cs.utah.edu.

Course	Title	Credits	Designation	Notes	Planned Semester				
GENERAL EDUCATION	WRTG 2010	<i>Intermediate Writing</i>	3	WR2	†	_____			
	FA 3600 or WRTG 4030		3	CW	†	_____			
	_____		3	AI	†	_____			
	ART 1020	<i>Basic Drawing</i>	3	FF		_____	DV	IR	3000+
	DES 2615	<i>Intro Design Thinking</i>	3	FF		_____	choose	choose	choose
	_____		3	HF	†◁	_____	1	1	2
	_____		3	HF	†◁	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	_____		3	BF	†◁	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____		3	BF	†◁	_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
PRE-MAJOR	CS 1030	<i>Foundations of CS</i>	3		▲	_____	†	Honors options available see honors.utah.edu	
	CS 1410	<i>Intro to OOP</i>	4			_____			
	CS 2420	<i>Intro to Algs & DS</i>	4			_____	◁	4 credit options accepted	
	MATH 1210	<i>Calculus I</i>	4	QR	★†	_____			
	MATH 1220	<i>Calculus II</i>	4	QR	★†	_____	▲	Waivable requirement see First CS Course	
MATH/SCI.	CS 3130	<i>Eng Prob & Stats</i>	3	QI		_____	★	Engineering Calculus, MATH 1310 and 1320, also accepted	
	MATH 2270	<i>Linear Algebra</i>	4	QR		_____	*	Fill in with math, science, or engineering courses that have MATH 1220 as pre- or co-requisite. BIOL 1610 and CHEM 1210 also accepted — see handbook.cs.utah.edu for choice restrictions	
	PHYS 2210	<i>Physics for Sci & Eng</i>	4	SF	†	_____			
	_____		3		*†◁	_____			
CS REQ.	CS 2100	<i>Discrete Structures</i>	3			_____			
	CS 3500	<i>Software Practice I</i>	4			_____			
	CS 3505	<i>Software Practice II</i>	3			_____			
	CS 3810	<i>Computer Org</i>	4	QI		_____			
	CS 4150	<i>Algorithms</i>	3	QI		_____			
	CS 4400	<i>Computer Systems</i>	3	QI		_____			
EAE REQ.	EAE 1050	<i>Digital Content</i>	3			_____	(A)	Choose CS 4300, CS 5140, CS 5340, or CS 5350	
	EAE 2100	<i>Intro Game Design</i>	3			_____			
	EAE 3010	<i>Asset Pipeline</i>	3			_____	(C)	Choose CS 4470, CS 5150, or CS 5460	
	EAE 3660	<i>Interactive Machinima</i>	3			_____			
	EAE 3710	<i>Trad Game Develop</i>	3			_____	(H)	Choose CS 3540, CS 4350, CS 4600, or CS 5650	
	EAE 3720	<i>Alt Game Develop</i>	3			_____			
AREA FOCUS	CS _____	<i>(AI/Analytics)</i>	3			_____	(A)	Choose CS 3470, CS 4440, CS 4480, or CS 5530	
	CS _____	<i>(Core/Fundamentals)</i>	3			_____	(C)		
	CS _____	<i>(Human Centered)</i>	3			_____	(H)		
	CS _____	<i>(Infrastructure)</i>	3			_____	(I)		
	CS _____		3		★◁	_____	★	Choose 2 more courses from any of the 4 Focus Areas above	
	CS _____		3		★◁	_____	†	Students pursuing Honors and choosing Project must take CS 4998 concurrently with CS 4500 to satisfy the Honors Thesis Work	
THEORY RESTRICTED ELECTIVE		Choose CS 3100 (Fa) or CS 3200 (Sp)							
CS _____		3			_____				
SENIOR CAPSTONE REQUIREMENT									
EAE 4500	<i>Senior Project I</i>	3			_____	⊗	Minimum 122 credits required for graduation		
EAE 4510	<i>Senior Project II</i>	3		‡	_____				

125 total credits[⊗]

Updated July 2019