

# Computer Science *Games/EAE* B.S. Degree - Suggested 4-year Plans

Track A: Students who place into CS 1410 and Calculus I.

	FALL semester		SPRING semester	
<b>Freshman year (31 credits)</b>	CS 1410: Intro to Object-Oriented Prog	4	CS 2420: Intro to Algs & Data Structures	4
	MATH 1210: Calculus I†	4	MATH 1220: Calculus II†	4
	EAE 1050: Digital Content Creation	3	EAE 2100: Intro to Game Design	3
	Gen Ed†	3	ART 1020: Basic Drawing	3
			WRTG 2010: Intermediate Writing†	3
<b>Sophomore year (34 credits)</b>	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	4
	EAE 3010: Asset Pipeline	3	EAE 3660: Interactive Machinima	3
	DES 2615: Intro to Design Thinking	3	PHYS 2210: Physics for Scientists and Eng†	4
<b>Junior year (30 credits)</b>	CS 3100* or Area Focus Elective	3	CS 3200* or Area Focus Elective	3
	CS 4400: Computer Systems	3	CS 4150: Algorithms	3
	EAE 3710: Traditional Game Development	3	EAE 3720: Alternative Game Development	3
	Area Focus Elective	3	Area Focus Elective	3
	FA 3600 or WRTG 4030†	3	Gen Ed (DV)†	3
<b>Senior year (27 credits)</b>  <b>122 credits total</b>	EAE 4500: Senior Project I	3	EAE 4510: Senior Project II‡	3
	Area Focus Elective	3	Area Focus Elective	3
	Area Focus Elective	3	Math/Science Elective†	3
	American Institutions (AI)†	3	Gen Ed (3000+)†	3
	Gen Ed (IR, 3000+)†	3		

Track B: Students who place into CS 1030 and Precalculus.

*There is no suggested 4-year plan for Track-B students. See the 4.5- and 5-year plans.*

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

‡ Students pursuing the Honors degree must take CS 4998 concurrently with EAE 4510 to satisfy the Honors Thesis Work.

\*Students may choose between CS 3100: Models of Computation (FALL semesters) or CS 3200: Introduction to Scientific Computing and Data Computing (SPRING semesters) to satisfy the Theory Restricted Elective.