

Computer Science *Games/EAE* B.S. Degree – Requirements 2020-21

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

Questions? Contact a CS Academic Advisor: [book appointment](mailto: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		▲	_____			
	CS 1410	<i>Intro to OOP</i>	4			_____			
	CS 2420	<i>Intro to Algs & DS</i>	4			_____			
	MATH 1210	<i>Calculus I</i>	4	QR	★†	_____			
MATH 1220	<i>Calculus II</i>	4	QR	★†	_____				
MATH/SCI	CS 3130	<i>Eng Prob & Stats</i>	3	QI		_____			
	MATH 2270	<i>Linear Algebra</i>	4	QR		_____			
	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			_____			
	EAE 2100	<i>Intro Game Design</i>	3			_____			
	EAE 3010	<i>Asset Pipeline</i>	3			_____			
	EAE 3660	<i>Interactive Machinima</i>	3			_____			
	EAE 3710	<i>Trad Game Design</i>	3			_____			
	EAE 3720	<i>Alt Game Design</i>	3			_____			
AREA FOCUS	CS _____	<i>(AI/Analytics)</i>	3		A	_____			
	CS _____	<i>(Core/Fundamentals)</i>	3		C	_____			
	CS _____	<i>(Human Centered)</i>	3		H	_____			
	CS _____	<i>(Infrastructure)</i>	3		I	_____			
	CS _____		3		★▽	_____			
	CS _____		3		★▽	_____			
THEORY RESTRICTED			Choose CS 3100 (Fa) or CS 3200 (Sp)						
	CS _____		3			_____			
SENIOR CAPSTONE									
	EAE 4500	<i>Senior Project I</i>	3			_____			
	EAE 4510	<i>Senior Project II</i>	3		‡	_____			

125 total credits*

- † Honors options available see Honors.utah.edu
- ▽ 4 credit options accepted
- ▲ Waivable requirement see [First CS Course](#)
- ★ Engineering Calculus, MATH 1310 and 1320, also accepted
- ⌘ 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
- ◆ Math 2200 also accepted
- A Choose CS 4300, CS 5140, CS 5340, or CS 5350
- C Choose CS 4470, CS 5150, or CS 5460
- H Choose CS 3540, CS 4530, CS 4600, or CS 5650
- I Choose CS 3470, CS 4440, CS 4480, or CS 5530
- ★ Choose 2 more courses from any of the 4 Focus Areas above
- ‡ Students pursuing Honors and choosing Project must take CS 4998 concurrently with CS 4500 to satisfy the Honors Thesis Work
- * Minimum 122 credits required for graduation