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

Track A: Students who start with CS 1420 and Calculus I.

	FALL semester		SPRING semester	
Freshman year (31 credits)	CS 1420: Accel Object-Orient Programming	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
Sophomore year (34 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	4
	EAE 3010: Asset Pipeline	3	EAE 3660: Interactive Machinima	3
	DES 2625: Intro to Design Thinking	3	PHYS 2210: Physics for Scientists & Eng†	4
Junior year (30 credits)	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
Senior year (27 credits)	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
122 credits total	Gen Ed (IR, 3000+)†	3		

Track B: Students who start with CS 1400 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.

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

* Students may choose between CS 3100 (FALL semesters) or CS 3200 (SPRING semesters) to satisfy the Theory Restricted Elective.