

# Computer Science *Games/EAE* B.S. Degree – Requirements 2021-22

See [handbook.cs.utah.edu](http://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](mailto:ugrad-help@cs.utah.edu).

	Course	Title	Credits	Designation	Notes	Planned Semester				
<b>GENERAL EDUCATION</b>	WRTG 2010	<i>Intermediate Writing</i>	3	WR2	†	_____				
	ARTX 3600 or WRTG 4030		3	CW	†	_____				
	_____	_____	3	AI	†	_____				
	ART 1020	<i>Basic Drawing</i>	3	FF		_____				
	DES 2615	<i>Intro Design Thinking</i>	3	FF		_____		DV Choose 1	IR choose 1	3000+ choose 2
	_____	_____	3	HF	†▽	_____		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	_____	_____	3	HF	†▽	_____		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>PRE-MAJOR</b>	CS 1400 <b>and</b> CS 1410 <b>OR</b> CS 1420	<i>Intro to Comp Prog</i> <i>Intro to OOP</i> <i>Accel OOP</i>	3 4 4			_____				† Honors options available see <a href="http://Honors.utah.edu">Honors.utah.edu</a>
	CS 2420	<i>Intro to Algs &amp; DS</i>	4			_____				▽ 4 credit options accepted
	MATH 1210	<i>Calculus I</i>	4	QR	★†	_____				★ Engineering Calculus, MATH 1220 and 1320, also accepted
	MATH 1220	<i>Calculus II</i>	4	QR	★†	_____				
<b>MATH/SCI.</b>	CS 3130	<i>Eng Prob &amp; Stats</i>	3	QI		_____				⌘ 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 <a href="http://handbook.cs.utah.edu">handbook.cs.utah.edu</a> for choice restrictions
	MATH 2270	<i>Linear Algebra</i>	4	QR		_____				
	PHYS 2210	<i>Physics for Sci&amp;Eng</i>	4	SF	†	_____				
<b>CS REQ.</b>	_____	_____	3		⌘†▽	_____				
	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		_____				◆ Math 2200 also accepted
	CS 4150	<i>Algorithms</i>	3	QI		_____				
<b>EAE REQ.</b>	CS 4400	<i>Computer Systems</i>	3	QI		_____				Choose CS 4300, CS 5140, CS 5340, or CS 5350 <b>A</b>
	EAE 1050	<i>Digital Content</i>	3			_____				
	EAE 2100	<i>Intro Game Design</i>	3			_____				Choose CS 3190, CS 3520, CS 4470, CS 5150, or CS 5460 <b>C</b>
	EAE 3010	<i>Asset Pipeline</i>	3			_____				
	EAE 3660	<i>Interactive Machinima</i>	3			_____				Choose CS 3540, CS 4530, CS 4600, or CS 5360 <b>H</b>
	EAE 3710	<i>Trad Game Design</i>	3			_____				
<b>AREA FOCUS</b>	EAE 3720	<i>Alt Game Design</i>	3			_____				Choose CS 4440, CS 4480, CS 4540 or CS 5530 <b>I</b>
	CS _____	<i>(AI/Analytics)</i>	3		<b>A</b>	_____				
	CS _____	<i>(Core/Fundamentals)</i>	3		<b>C</b>	_____				
	CS _____	<i>(Human Centered)</i>	3		<b>H</b>	_____				
	CS _____	<i>(Infrastructure)</i>	3		<b>I</b>	_____				⊕ 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
<b>THEORY RESTRICTED ELECTIVE</b>	CS _____	_____	3			_____				
	CS _____	_____	3			_____				
<b>SENIOR CAPSTONE REQUIREMENT</b>	EAE 4500	<i>Senior Project I</i>	3			_____				
	EAE 4510	<i>Senior Project II</i>	3		‡	_____				× Minimum 122 credits required for graduation

125 total credits\*