

Software Development B.S. Degree (EAE) — Requirements 2022-23

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

Questions? Contact an SoC Academic Advisor: [book appointment](mailto:book_appointment) or ugrad-help@cs.utah.edu.

Course	Title	Credits	Designation	Notes	Planned Semester	
GENERAL EDUCATION	WRTG 2010	3	WR2	†	_____	
	WRTG 3014 or 3015	3	CW	†	_____	DV IR
	_____	3	AI	†	_____	choose choose
	ART 1020	3	FF		_____	1 1
	DES 2615	3	FF		_____	<input type="checkbox"/> <input type="checkbox"/>
	_____	3	HF	†◁	_____	<input type="checkbox"/> <input type="checkbox"/>
	_____	3	HF	†◁	_____	<input type="checkbox"/> <input type="checkbox"/>
	_____	3	BF	†◁	_____	<input type="checkbox"/> <input type="checkbox"/>
	_____	3	BF	†◁	_____	<input type="checkbox"/> <input type="checkbox"/>
	_____	3	QI	†◁	_____	<input type="checkbox"/> <input type="checkbox"/>
PRE-MAJOR	CS 1030	3			_____	
	CS 1400	4		⊖	_____	† Honors options available see honors.utah.edu
	CS 1410	4		⊖	_____	
	CS 2420	4			_____	◁ 4 credit options accepted
	MATH 1210	4	QR	★†	_____	★ Engineering Calculus, MATH 1310 also accepted
MATH/SCIENCE ELECTIVES						
_____	_____	3		*†◁	_____	* Fill in with math, science, or engineering courses that have MATH 1210 as pre- or co-requisite. CS 2100, BIOL 1610, and CHEM 1210 also accepted — see handbook.cs.utah.edu for choice restrictions
_____	_____	3		*†◁	_____	⊖ CS 1420 may be taken in place of CS 1400 and CS 1410 as an accelerated option
SD REQUIREMENTS	DS 2500	3			_____	
	EAE 3020	3			_____	
	CS 3500	4			_____	
	CS 3550	3			_____	
	CS 3505	3			_____	
	CS 3540	3			_____	
	CS 4440	3			_____	
	CS 4530	3			_____	
	CS 4550	3			_____	
CS 4011	1			_____		
CS 5530	3			_____		
ELECTIVES						
CS _____	_____	3		★◁	_____	† Students pursuing Honors and choosing Project must take CS 4998 concurrently with CS 4500 to satisfy the Honors Thesis Work
CS _____	_____	3		★◁	_____	
EAE REQUIREMENTS						
EAE 1050	Digital Cont. Creation	3			_____	
EAE 2100	Intro to Game Design	3			_____	
EAE 3010	Asset Pipeline	3			_____	
EAE 3660	Machinima	3			_____	
EAE 3710	Traditional Game Dev	3			_____	
EAE 3720	Alt. Game Dev	3			_____	
SENIOR CAPSTONE REQUIREMENT						
CS 4500	Senior Project I	3			_____	
CS 4510	Senior Project II	3		‡	_____	

120 total credits[Ⓢ]