

# Computer Science *Games/EAE* B.S. Degree — Suggested 5-year Plans

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

	FALL semester		SPRING semester	
<b>Freshman year (26 credits)</b>	CS 1420: Accelerated Object-Oriented Prog	4	CS 2420: Intro to Algs & Data Structures	4
	MATH 1210: Calculus I <sup>†</sup>	4	MATH 1220: Calculus II <sup>†</sup>	4
	PHYS 2210: Physics for Scientists & Eng <sup>†</sup>	4	EAE 1050: Digital Content Creation	3
			WRTG 2010: Intermediate Writing <sup>†</sup>	3
<b>Sophomore year (24 credits)</b>	CS 3500: Software Practice I	4	CS 2100: Discrete Mathematics	3
	CS 3810: Computer Organization	4	CS 3505: Software Practice II	3
	MATH 2270: Linear Algebra	4	EAE 2100: Intro to Game Design	3
			ART 1020: Basic Drawing	3
<b>Junior year (24 credits)</b>	CS 3100 * or Area Focus Elective	3	CS 3200 * or Area Focus Elective	3
	CS 3130: Engineering Prob & Stats	3	EAE 3660: Interactive Machinima	3
	EAE 3010: Asset Pipeline	3	Area Focus Elective	3
	DES 2625: Intro to Design Thinking	3	FA 3600 or WRTG 4030 <sup>†</sup>	3
<b>Senior year (24 credits)</b>	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
	Gen Ed <sup>†</sup>	3	Gen Ed (DV) <sup>†</sup>	3
<b>Fifth year (24 credits)</b>	EAE 4500: Senior Project I	3	EAE 4510: Senior Project II	3
	Area Focus Elective	3	Area Focus Elective	3
	Math/Science Elective <sup>‡</sup>	3	American Institutions (AI) <sup>†</sup>	3
<b>122 credits total</b>	Gen Ed (IR, 3000+) <sup>†</sup>	3	Gen Ed (3000+) <sup>†</sup>	3

Track B: Students who start with CS 1400 and Precalculus.

	FALL semester		SPRING semester	
<b>Freshman year (26 credits)</b>	CS 1400: Intro to Computer Programming	3	CS 1410: Intro to Object-Oriented Prog	4
	MATH 1080: Precalculus	5	MATH 1210: Calculus I <sup>†</sup>	4
	PHYS 2210: Physics for Scientists & Eng <sup>†</sup>	4	EAE 1050: Digital Content Creation	3
			ART 1020: Basic Drawing	3
<b>Sophomore year (28 credits)</b>	CS 2420: Intro to Algs & Data Structures	4	CS 2100: Discrete Mathematics	3
	MATH 1220: Calculus II <sup>†</sup>	4	CS 3500: Software Practice I	4
	EAE 2100: Intro to Game Design	3	MATH 2270: Linear Algebra	4
	WRTG 2010: Intermediate Writing <sup>†</sup>	3	DES 2625: Intro to Design Thinking	3
<b>Junior year (25 credits)</b>	CS 3100 * or Area Focus Elective	3	CS 3200 * or Area Focus Elective	3
	CS 3505: Software Practice II	3	CS 3810: Computer Organization	4
	EAE 3010: Asset Pipeline	3	EAE 3660: Interactive Machinima	3
	Gen Ed <sup>†</sup>	3	FA 3600 or WRTG 4030 <sup>†</sup>	3
<b>Senior year (27 credits)</b>	CS 3130: Engineering Prob & Stats	3	CS 4150: Algorithms	3
	CS 4400: Computer Systems	3	EAE 3720: Alternative Game Development	3
	EAE 3710: Traditional Game Development	3	Area Focus Elective	3
	Area Focus Elective	3	Area Focus Elective	3
			Gen Ed (DV) <sup>†</sup>	3
<b>Fifth year (24 credits)</b>	EAE 4500: Senior Project I	3	EAE 4510: Senior Project II	3
	Area Focus Elective	3	Area Focus Elective	3
	Math/Science Elective <sup>‡</sup>	3	American Institutions (AI) <sup>†</sup>	3
<b>130 credits total</b>	Gen Ed (IR, 3000+) <sup>†</sup>	3	Gen Ed (3000+) <sup>†</sup>	3

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

<sup>‡</sup> 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.