

Computer Science *Games/EAE* B.S. Degree — Requirements 2022-23

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	†	_____	
	ARTX 3600 or WRTG 4030		3	CW	†	_____	
	_____	_____	3	AI	†	_____	
	ART 1020	<i>Basic Drawing</i>	3	FF		_____	DV
	DES 2615	<i>Intro Design Thinking</i>	3	FF		_____	Choose
	_____	_____	3	HF	†▽	_____	1
	_____	_____	3	HF	†▽	_____	□
	_____	_____	3	BF	†▽	_____	□
_____	_____	3	BF	†▽	_____	□	IR choose 1
PRE-MAJOR	CS 1400	<i>Intro to Comp Prog</i>	4			_____	† Honors options available see Honors.utah.edu
	and						
	CS 1410	<i>Intro to OOP</i>	4			_____	▽ 4 credit options accepted
	OR						
	CS 1420	<i>Accel OOP</i>	4			_____	
	CS 2420	<i>Intro to Algs & DS</i>	4			_____	
	MATH 1210	<i>Calculus I</i>	4	QR	★†	_____	★ Engineering Calculus, MATH 1310 and 1320, also accepted
	MATH 1220	<i>Calculus II</i>	4	QR	★†	_____	
MATH/SCI.	CS 3130	<i>Eng Prob & Stats</i>	3	QI		_____	⌘ Fill in with math, science, or engineering courses that have MATH 1220 as pre- or co-requisite. BIOL 1610, CHEM 1210, and PHYS 2010 also accepted — see handbook.cs.utah.edu for choice restrictions
	MATH 2270	<i>Linear Algebra</i>	4	QR		_____	
	_____	_____	3		⌘†▽	_____	
	_____	_____	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		_____	◆ Math 2200 also accepted
	CS 4150	<i>Algorithms</i>	3	QI		_____	
	CS 4400	<i>Computer Systems</i>	3	QI		_____	Choose CS 4300, CS 5140, CS 5340, or CS 5350
EAE REQ.	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
	EAE 3010	<i>Asset Pipeline</i>	3			_____	
	EAE 3660	<i>Interactive Machinima</i>	3			_____	Choose CS 3540, CS 4530, CS 4600, or CS 5360
	EAE 3710	<i>Trad Game Design</i>	4			_____	
	EAE 3720	<i>Alt Game Design</i>	4			_____	
AREA FOCUS	CS _____	<i>(AI/Analytics)</i>	3			_____	Choose CS 4440, CS 4480, CS 4540 or CS 5530
	CS _____	<i>(Core/Fundamentals)</i>	3			_____	
	CS _____	<i>(Human Centered)</i>	3			_____	⊕ Choose 2 more courses from any of the 4 Focus Areas above
	CS _____	<i>(Infrastructure)</i>	3			_____	
	CS _____	_____	3		★▽	_____	‡ Students pursuing Honors and choosing Project must take CS 4998 concurrently with CS 4500 to satisfy the Honors Thesis Work
	CS _____	_____	3		★▽	_____	
THEORY RESTRICTED ELECTIVE		Choose CS 3100 (Fa/Sp) or CS 3200 (Sp)					
CS _____	_____	3			_____		
SENIOR CAPSTONE REQUIREMENT							
EAE 4500	<i>Senior Project I</i>	3			_____		× Minimum 122 credits required for graduation
EAE 4510	<i>Senior Project II</i>	3		‡	_____		

127 total credits*