

Software Development *Games/EAE* B.S. Degree — Suggested 4-year Plan

Track A: Students who place into Calculus I ***and have programming experience***

	FALL semester		SPRING semester	
Freshman year (33 credits)	CS 1420: Accel Object-Orient Programming	4	CS 2420: Intro to Algs & Data Structures	4
	MATH 1210: Calculus I [†]	4	CS 1810: Introduction to Computing Systems	3
	EAE 1050: Digital Content	3	EAE 2100: Intro to Game Design	3
	Gen Ed (AI) [†]	3	ART 1020: Basic Drawing	3
	Gen Ed (HF) [†]	3	WRTG 2010: Intermediate Writing [†]	3
Sophomore year (28 credits)	CS 3500: Software Practice I	4	CS 3505: Software Practice II	3
	EAE 3010: Asset Pipeline	3	DS 2500: Data Wrangling	3
	EAE 3020: Ethics in Videogames	3	EAE 3660: Machinima	3
	DES 2615: Intro Design Thinking	3	Gen Ed (BF/IR) [†]	3
	Math/Science Elective [†]	3	Free Elective, if needed	3
Junior year (29 credits)	CS 3550: Web Software I	3	CS 4550: Web Software II	3
	CS 3540: Human Centered Experiences	3	CS 5530: Database Systems (QI)	3
	EAE 3720: Alt. Game Development	4	CS 4530: Mobile App Programming	3
	WRTG 4030 or ARTX 3600	3	EAE 3710: Traditional Game Dev.	4
	Gen Ed (HF) [†]	3	Free Elective, if needed	3
Senior year (22 credits)	EAE 4500: Senior Capstone (Project)	3	EAE 4510: Senior Capstone (Project) [‡]	3
	SD Elective (QI)	3	CS 4011: Professional Development	1
	SD Elective	3	CS 4440: Computer Security	3
	Math/Science Elective [†]	3	Gen Ed (BF/DV) [†]	3
	Free Elective, if needed	3	Free Elective, if needed	3
112 credits total				

Track B: Students who start with CS 1400 and Math 1050.

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.

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