

Software Development *Games/EAE* B.S. Degree — Suggested 5-year Plans

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

	FALL semester		SPRING semester	
Freshman year (27 credits)	EAE 1050: Digital Content Creation	3	CS 2420: Intro to Algs & Data Structures	4
	CS 1420: Accelerated Object-Oriented Prog	4	CS 1810: Introduction to Computing Systems	3
	MATH 1210: Calculus I [†]	4	WRTG 2010: Intermediate Writing [†]	3
	Gen Ed (AI) [†]	3	Gen Ed (HF) [†]	3
Sophomore year (25 credits)	CS 3500: Software Practice I	4	CS 3505: Software Practice II	3
	CS 3540: Human Centered Experiences	3	DS 2500: Data Wrangling	3
	EAE 2100: Intro to Game Design	3	EAE 3010: Asset Pipeline	3
	ART 1020: Basic Drawing (FF)	3	DES 2615: Intro Design Thinking (FF)	3
Junior year (25 credits)	CS 3550: Web Software I	3	CS 4550: Web Software II	3
	SD Elective	3	SD Elective (QI)	3
	EAE 3660: Interactive Machinima	3	EAE 3720: Alt Game Development	4
	Gen Ed (HF) [†]	3	Gen Ed (BF) [†]	3
Senior year (25 credits)	CS 4530: Mobile App Development	3	CS 4440: Computer Security	3
	EAE 3710: Traditional Game Development	4	CS 5530: Database Systems (QI)	3
	ARTX 3600 or WRTG 4030 [‡]	3	EAE 3020: Ethics in Videogames	3
	Gen Ed (BF) [†]	3	Gen Ed (DV) [†]	3
Fifth year (16 credits)	EAE 4500: Senior Capstone (Project) [‡]	3	EAE 4510: Senior Capstone (Project) [‡]	3
	Math/Science Elective [†]	3	CS 4011: Professional Development	1
	Gen Ed (IR) [†]	3	Math/Science Elective [†]	3
	Free Elective, if needed	3	Free Elective, if needed	3
118 credits total				

Track B: Students who start with CS 1400 and College Algebra.

	FALL semester		SPRING semester	
Freshman year (27 credits)	EAE 1050: Digital Content Creation	3	CS 1410: Intro to Object-Oriented Prog	4
	CS 1400: Intro to Programming	4	CS 1810: Introduction to Computing Systems	3
	MATH 1050: College Algebra	4	MATH 1060: Trigonometry	3
	Gen Ed (AI) [†]	3	Gen Ed (HF) [†]	3
Sophomore year (27 credits)	CS 2420: Intro to Algs & Data Structures	4	CS 3500: Software Practice I	4
	MATH 1210: Calculus I [†]	4	DS 2500: Data Wrangling	3
	EAE 2100: Intro to Game Design	3	EAE 3010: Asset Pipeline	3
	WRTG 2010: Intermediate Writing [†]	3	Math/Science Elective [†]	3
Junior year (25 credits)	CS 3505: Software Practice II	3	CS 4440: Computer Security	3
	CS 3540: Human Centered Experiences	3	CS 4530: Mobile App Programming	3
	EAE 3660: Interactive Machinima	3	EAE 3720: Alt. Game Development	4
	ART 1020: Basic Drawing (FF)	3	DES 2615: Intro Design Thinking (FF)	3
Senior year (25 credits)	CS 3550: Web Software I	3	CS 4550: Web Software II	3
	SD Elective (QI)	3	CS 5530: Database Systems (QI)	3
	EAE 3710: Traditional Game Development	4	EAE 3020: Ethics in Videogames	3
	ARTX 3600 or WRTG 4030 [‡]	3	Gen Ed (HF) [†]	3
Fifth year (25 credits)	EAE 4500: Senior Capstone (Project) [‡]	3	EAE 4510: Senior Capstone (Project) [‡]	3
	SD Elective	3	CS 4011: Professional Development	1
	Math/Science Elective [†]	3	Gen Ed (BF) [†]	3
	Gen Ed (BF) [†]	3	Gen Ed (IR) [†]	3
129 credits total	Free Elective, if needed	3	Gen Ed (DV) [†]	3

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

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