

Computer Science *Games/EAE* B.S. Degree — Suggested 4.5-year Plans

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

	FALL semester		SPRING semester	
Freshman year (28 credits)	CS 1420: Accelerated Object-Oriented Prog	4	CS 2420: Intro to Algs & Data Structures	4
	MATH 1210: Calculus I [†]	4	MATH 1220: Calculus II [†]	4
	EAE 1050: Digital Content Creation	3	EAE 2100: Intro to Game Design	3
	Gen Ed [†]	3	WRTG 2010: Intermediate Writing [†]	3
Sophomore year (25 credits)	CS 2100: Discrete Mathematics	3	CS 3130: Engineering Prob & Stats	3
	CS 3500: Software Practice I	4	CS 3200* or Area Focus Elective	3
	EAE 3010: Asset Pipeline	3	CS 3505: Software Practice II	3
	DES 2615: Intro to Design Thinking	3	EAE 3660: Interactive Machinima	3
Junior year (30 credits)	CS 3100 * or Area Focus Elective	3	CS 4400: Computer Systems	3
	CS 3810: Computer Organization	4	EAE 3720: Alternative Game Development	4
	EAE 3710: Traditional Game Development	4	Area Focus Elective	3
	Area Focus Elective	3	FA 3600 or WRTG 4030 [†]	3
			ART 1020: Basic Drawing	3
Senior year (24 credits)	CS 4150: Algorithms	3	EAE 4510: Senior Project II	3
	EAE 4500: Senior Project I	3	Area Focus Elective	3
	Area Focus Elective	3	Math/Science Elective [†]	3
	Gen Ed (DV) [†]	3	Gen Ed (IR) [†]	3
Fifth year (16 credits)	Area Focus Elective	3		
	MATH 2270: Linear Algebra	4		
	Math/Science Elective [†]	3		
123 credits total	American Institutions (AI) [†]	3		
	Gen Ed [†]	3		

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

	FALL semester		SPRING semester	
Freshman year (29 credits)	CS 1400: Intro to Computer Programming	4	CS 1410: Intro to Object-Oriented Prog	4
	MATH 1080: Precalculus	5	MATH 1210: Calculus I [†]	4
	EAE 1050: Digital Content Creation	3	EAE 2100: Intro to Game Design	3
	Gen Ed [†]	3	WRTG 2010: Intermediate Writing [†]	3
Sophomore year (28 credits)	CS 2420: Intro to Algs & Data Structures	4	CS 2100: Discrete Mathematics	3
	MATH 1220: Calculus II [†]	4	CS 3500: Software Practice I	4
	EAE 3010: Asset Pipeline	3	MATH 2270: Linear Algebra	4
	DES 2615: Intro to Design Thinking	3	EAE 3660: Interactive Machinima	3
Junior year (33 credits)	CS 3100 * or Area Focus Elective	3	CS 3130: Engineering Prob & Stats	3
	CS 3505: Software Practice II	3	CS 3200 * or Area Focus Elective	3
	CS 3810: Computer Organization	4	CS 4400: Computer Systems	3
	EAE 3710: Traditional Game Development	4	EAE 3720: Alternative Game Development	4
	ART 1020: Basic Drawing	3	FA 3600 or WRTG 4030 [†]	3
Senior year (30 credits)	CS 4150: Algorithms	3	EAE 4510: Senior Project II	3
	EAE 4500: Senior Project I	3	Area Focus Elective	3
	Area Focus Elective	3	Area Focus Elective	3
	Area Focus Elective	3	Math/Science Elective [†]	3
	Gen Ed (DV) [†]	3	Gen Ed (IR) [†]	3
Fifth year (12 credits)	Area Focus Elective	3		
	Math/Science Elective [†]	3		
	American Institutions (AI) [†]	3		
132 credits total	Gen Ed [†]	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.

* Students may choose between CS 3100 (Fall/Spring semesters) or CS 3200 (SPRING semesters) to satisfy the Theory Restricted Elective.