

Computer Science Games/EAE B.S. Degree - Requirements 2023-24

Questions? Contact a SoC Academic Advisor or email ugrad-help@cs.utah.edu

See handbook.cs.utah.edu for complete details and additional restrictions

Course	Title	Credits	Designation	Notes	Planned Semester	DV	IR
GENERAL EDUCATION	WRTG 2010 <i>Intermediate Writing</i>	3	WR2	Ⓒ	_____	choose	choose
	ARTX 3600 or WRTG 4030	3	CW	Ⓒ	_____	1	1
	_____	3	AI	Ⓒ	_____	<input type="checkbox"/>	<input type="checkbox"/>
	ART 1020 <i>Basic Drawing</i>	3	FF	Ⓒ *	_____	<input type="checkbox"/>	<input type="checkbox"/>
	DES 2615 <i>Intro Design Thinking</i>	3	FF	Ⓒ *	_____	<input type="checkbox"/>	<input type="checkbox"/>
	_____	3	HF	Ⓒ *	_____	<input type="checkbox"/>	<input type="checkbox"/>
	_____	3	HF	Ⓒ *	_____	<input type="checkbox"/>	<input type="checkbox"/>
	_____	3	BF	Ⓒ *	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	3	BF	Ⓒ *	_____	<input type="checkbox"/>	<input type="checkbox"/>	
PRE-MAJOR	CS 1400 <i>Intro to Comp Prog</i>	4			_____		
	CS 1410 <i>Intro to OOP</i>	4			_____		
	OR CS 1420 <i>Accel OOP</i>	4			_____		
	CS 2420 <i>Intro to Algs & DS</i>	4			_____		
MATH 1210 <i>Calculus 1</i>	4	QR	Ⓒ ■	_____			
MATH/SCI	MATH 1220 <i>Calculus 2</i>	4	QR	Ⓒ ■	_____		
	MATH 2270 <i>Linear Algebra</i>	4	QR		_____		
	CS 3130 <i>Eng Prob & Stats</i>	3	QI		_____		
	_____	3		ⓄⒸ*	_____		
_____	3		ⓄⒸ*	_____			
CS REQ.	CS 2100 <i>Discrete Structures</i>	3		✓	_____		
	CS 3500 <i>Software Practice 1</i>	4			_____		
	CS 3505 <i>Software Practice 2</i>	3			_____		
	CS 3810 <i>Computer Org</i>	4	QI		_____		
	CS 4150 <i>Algorithms</i>	3	QI		_____		
	CS 4400 <i>Computer Systems</i>	3	QI		_____		
EAE REQ.	EAE 1050 <i>Digital Content</i>	3			_____		
	EAE 2100 <i>Intro Game Design</i>	3			_____		
	EAE 3010 <i>Asset Pipeline</i>	3			_____		
	EAE 3660 <i>Interactive Machinima</i>	3			_____		
	EAE 3710 <i>Trad Game Design</i>	4			_____		
	EAE 3720 <i>Alt Game Design</i>	4			_____		
AREA FOCUS	CS _____ <i>(AI/Analytics)</i>	3		<input type="checkbox"/> A	_____		
	CS _____ <i>(Core/Fundamentals)</i>	3		<input type="checkbox"/> C	_____		
	CS _____ <i>(Human Centered)</i>	3		<input type="checkbox"/> H	_____		
	CS _____ <i>(Infrastructure)</i>	3		<input type="checkbox"/> I	_____		
	CS _____	3		* <input type="checkbox"/>	_____		
	CS _____	3		* <input type="checkbox"/>	_____		
THEORY RESTRICTED ELECTIVE Choose CS 3100 (FA/SP) or CS 3200 (SP)							
CS _____	_____	3			_____		
SENIOR CAPSTONE REQUIREMENT							
EAE 4500	<i>Senior Project 1</i>	3			_____		
EAE 4510	<i>Senior Project 2</i>	3		⊗	_____		

Ⓒ Honors options available see honors.utah.edu
 * 4 credit options accepted
 ■ Engineering Calculus, MATH 1310 and 1320, also accepted
 ⊙ Fill in with math, science, or engineering courses that have MATH 1220 as pre- or co- requisite. BIOL 1610, CHEM 1210, or PHYS 2010 also accepted

⊗ Students pursuing Honors and choosing project must take CS 4998 concurrently with EAE 4510 to satisfy the Honors Thesis Work
 ● Minimum 122 credits required for graduation
 ✓ MATH 2200 also accepted
 □ Choose 2 more electives from any of the 4 Focus Areas Above

A Choose CS 3190, 4300, 5140, 5340, or 5350
 C Choose CS 3520, 4470, 5150, or 5460
 H Choose CS 3540, 4530, 4600, or 5360
 I Choose CS 4440, 4480, 4540, or 5530