

Software Development 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 (27 credits) | CS 1420: Accelerated Object-Oriented Prog | 4 | CS 2420: Intro to Algs & Data Structures | 4 |
| | MATH 1210: Calculus I [†] | 4 | CS 1810: Introduction of Computing Systems | 3 |
| | GAMES 1050: Digital Content Creation | 3 | GAMES 2100: Intro Game Design | 3 |
| | WRTG 2010: Intermediate Writing [†] | 3 | ART 1020 or DES 2615 | 3 |
| Sophomore year (25 credits) | CS 3500: Software Practice I | 4 | CS 3505: Software Practice II | 3 |
| | GAMES 3020: Ethics in Videogames | 3 | DS 2500: Data Wrangling | 3 |
| | GAMES 3010: Asset Pipeline | 3 | GAMES 3660: Interactive Machinima | 3 |
| | American Institutions | 3 | Gen Ed (IR) [†] | 3 |
| Junior year (26 credits) | CS 3550: Web Software I | 3 | CS 4550: Web Software II | 3 |
| | CS 3540: Human Centered Experiences | 4 | CS 4530: Mobile App Programming | 3 |
| | GAMES 3720: Alt. Game Development | 3 | GAMES 3710: Traditional Game Dev | 4 |
| | Gen Ed (HF) [†] | 3 | ARTX 3600 or WRTG 4030 | 3 |
| Senior year (28 credits) | GAMES 4500: Senior Capstone (Project) [‡] | 3 | GAMES 4510: Senior Capstone (Project) [‡] | 3 |
| | CS 4440: Computer Security | 3 | CS 5530: Database Systems (QI) | 3 |
| | Math/Science Elective [†] | 3 | CS 4011: Professional Development | 1 |
| | Gen Ed (BF) [†] | 3 | Math/Science Elective [†] | 3 |
| | Free Elective, if needed | 3 | Free Elective, if needed | 3 |
| Fifth year (15 credits) | SD Elective | 3 | | |
| | SD Elective | 3 | | |
| | Gen Ed | 3 | | |
| | Free Elective, if needed | 3 | | |
| 121 credits total | Free Elective, if needed | 3 | | |

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

| | FALL semester | | SPRING semester | |
|---------------------------------------|--|---|--|---|
| Freshman year (30 credits) | CS 1400: Intro to Computer Programming | 3 | CS 1410: Intro to Object-Oriented Prog | 4 |
| | MATH 1050: College Algebra | 4 | CS 1810: Introduction to Computing Systems | 3 |
| | GAMES 1050: Digital Content Creation | 4 | MATH 1060: Trigonometry | 3 |
| | WRTG 2010: Intermediate Writing [†] | 3 | GAMES 2100: Intro to Game Design | 3 |
| | Gen Ed [†] | 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 |
| | GAMES 3010: Asset Pipeline | 3 | GAMES 3660: Interactive Machinima | 3 |
| | American Institutions | 3 | GAMES 3020: Ethics in Videogames | 3 |
| Junior year (26 credits) | CS 3505: Software Practice II | 3 | CS 4550: Web Software II | 3 |
| | CS 3550: Web Software I | 3 | CS 3540: Human Centered Experiences | 3 |
| | GAMES 3720: Alt. Game Development | 4 | GAMES 3710: Traditional Game Dev | 4 |
| | ART 1020 or DES 2615 | 3 | ARTX 3600 or WRTG 4030 | 3 |
| Senior year (28 credits) | GAMES 4500: Senior Capstone (Project) | 3 | GAMES 4510: Senior Capstone (Project) | 3 |
| | CS 4440: Computer Security | 3 | CS 4530: Mobile App Programming | 3 |
| | Math/Science Elective [†] | 3 | CS 4011: Professional Development | 1 |
| | Gen Ed [†] | 3 | CS 5530: Database Systems (QI) | 3 |
| | Free Elective, if needed | 3 | Gen Ed (BF/IR) [†] | 3 |
| Fifth year (12 credits) | SD Elective | 3 | | |
| | SD Elective | 3 | | |
| | Math/Science Elective [†] | 3 | | |
| | Gen Ed (BF) [†] | 3 | | |
| 123 credits total | Free Elective, if needed | 3 | | |

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

Students need a minimum of 122 credit hours to graduate.