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: Into to Algs & Data Structures	4
	MATH 1210: Calculus I†	4	CS 1810: Introduction to Computing Systems	3
	GAMES 1050: Digital Content	3	GAMES 2100: Intro to Game Design	3
	WRTG 2010: Intermediate Writing†	3	ART 1020 or DES 2615	3
	American Institutions	3	Free Elective, if needed	3
Sophomore year (28 credits)	CS 3500: Software Practice I	4	CS 3505: Software Practice II	3
	GAMES 3010: Asset Pipeline	3	DS 2500: Data Wrangling	3
	GAMES 3020: Ethics in Videogames	3	GAMES 3660: Machinima	3
	Math/Science Elective†	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 4530: Mobile App Programming	3
	GAMES 3720: Alt. Game Development	4	GAMES 3710: Traditional Game Dev.	4
	Gen Ed (DV)†	3	ARTX 3600 or WRTG 4030	3
	Free Elective, if needed	3	Free Elective, if needed	3
Senior year (28 credits) **121 credits total**	GAMES 4500: Senior Capstone (Project)	3	GAMES 4510: Senior Capstone (Project)‡	3
	CS 4440: Computer Security	3	CS 4011: Professional Development	1
	SD Elective	3	CS 5530: Database Systems (QI)	3
	Gen Ed†	3	SD Elective	3
	Gen Ed (IR)†	3	Gen Ed†	3

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
Students need 122 credits to graduate