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)**	CS 1420: Accelerated Object-Oriented Prog MATH 1210: Calculus I† WRTG 2010: Intermediate Writing† Gen Ed†	4 4 3 3	CS 2420: Intro to Algs & Data Structures CS 1810: Introduction to Computing Systems ART 1020 or DES 2615 American Institutions	4 3 3 3
Sophomore year **(25 credits)**	CS 3500: Software Practice I GAMES 3020: Ethics in Videogames GAMES 1050: Digital Content Creation Gen Ed (DV)†	4 3 3 3	CS 3505: Software Practice II DS 2500: Data Wrangling GAMES 2100: Intro to Game Design 	3 3 3 3
Junior year **(24 credits)**	CS 3550: Web Software I CS 3540: Human Centered Experiences GAMES 3010: Asset Pipeline Free Elective, if needed	3 3 3 3	CS 4550: Web Software II GAMES 3660: Interactive Machinima Math/Science Elective† Free Elective, if needed	3 3 3 3
Senior year **(25 credits)**	CS 4440: Computer Security GAMES 3720: Alt Game Development Math/Science Elective† Free Elective, if needed	3 4 3 3	CS 4530: Mobile App Development CS 5530: Database Systems (QI) GAMES 3710: Traditional Game Dev ARTX 3600 or WRTG 4030†	3 3 3 3
Fifth year **(22 credits)** *123 credits total*	GAMES 4500: Senior Capstone (Project)‡ SD Elective Gen Ed (IR)† Free Elective, if needed	3 3 3 3	GAMES 4510: Senior Capstone (Project)‡ CS 4011: Professional Development SD Elective (QI) Gen Ed†	3 1 3 3

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

	FALL semester		SPRING semester	
Freshman year **(27 credits)**	CS 1400: Intro to Programming MATH 1050: College Algebra WRTG 2010: Intermediate Writing† Gen Ed†	4 4 3 3	CS 1410: Intro to Object-Oriented Prog CS 1810: Introduction to Computing Systems MATH 1060: Trigonometry American Institutions	4 3 3 3
Sophomore year **(27 credits)**	CS 2420: Intro to Algs & Data Structures MATH 1210: Calculus I† GAMES 1050: Digital Content Creation ART 1020 or DES 2615	4 4 3 3	CS 3500: Software Practice I DS 2500: Data Wrangling GAMES 2100: Intro to Game Design Gen Ed (IR)†	4 3 3 3
Junior year **(24 credits)**	CS 3505: Software Practice II GAMES 3020: Ethics in Videogames GAMES 3010: Asset Pipeline Gen Ed (DV)†	3 3 3 3	CS 3540: Human Centered Experiences CS 4530: Mobile App Programming GAMES 3660: Interactive Machinima Gen Ed†	3 3 3 3
Senior year **(23 credits)**	CS 3550: Web Software I CS 4440: Computer Security GAMES 3720: Alt. Game Development	3 3 4	CS 4550: Web Software II CS 5530: Database Systems (QI) GAMES 3710: Traditional Game Dev ARTX 3600 or WRTG 4030†	3 3 4 3
Fifth year **(22 credits)** *123 credits total*	GAMES 4500: Senior Capstone (Project)‡ SD Elective Math/Science Elective† Free Elective, if needed	3 3 3 3	GAMES 4510: Senior Capstone (Project)‡ CS 4011: Professional Development Math/Science Elective† SD Elective	3 1 3 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.