

# B.S. in Software Development w/GAMES 2024-25

For students who place into CS 1400 and College Algebra (4.5 year plan)

Year 1			Year 2			Year 3		Year 4	
Fall (14)	Spring (13)	Fall (14)	Spring (13)	Fall (13)	Spring (13)	Fall (15)	Spring (13)	Fall (12)	
<b>CS 1400</b> Intro to Comp Programming 4 FA/SP	<b>CS 1410</b> Intro to Obj-Orient Programming 4 FA/SP	<b>CS 2420</b> Intro to Algs & Data Structures 4 FA/SP/SU	<b>CS 3500</b> Software Practice 1 4 FA/SP	<b>CS 3505</b> Software Practice 2 3 FA/SP	<b>CS 5530</b> Database Systems 3 SP	<b>GAMES 4500</b> Senior Project 1 3 FA	<b>GAMES 4510</b> Senior Project 2 3 SP	<b>SD Elective</b> 3 FA/SP	
<b>MATH 1050</b> College Algebra 4 FA/SP/SU	<b>MATH 1060</b> Trigonometry 3 FA/SP/SU	<b>MATH 1210</b> Calculus 1 4 FA/SP/SU	<b>DS 2500</b> Data Wrangling 3 SP	<b>CS 3550</b> Web Software 1 3 FA	<b>CS 4550</b> Web Software 2 3 SP	<b>GAMES 3020</b> Ethics in Videogames 3 FA/SP	<b>CS 4440</b> Computer Security 3 FA/SP	<b>Math/Science Elective</b> 3 FA/SP/SU	
<b>GAMES 1050</b> Digital Content Creation 3 FA/SP/SU	<b>GAMES 2100</b> Intro to Game Design 3 FA/SP/SU	<b>GAMES 3010</b> Asset Pipeline 3 FA/SP/SU	<b>GAMES 3660</b> Interactive Machinima 3 FA/SP	<b>CS 3540</b> Human Centered Experiences 3 FA	<b>CS 4530</b> Mobile App Programming 3 FA/SP	<b>SD Elective (QI)</b> 3 FA/SP	<b>CS 4011</b> Professional Development 1 SP	<b>General Education (HF)</b> 3 FA/SP/SU	
<b>WRTG 2010</b> Intermediate Writing 3 FA/SP/SU	<b>CS 1810</b> Intro to Computing Systems 3 SP	<b>ART 1020</b> OR <b>DES 2615</b> 3 FA/SP/SU	<b>General Education (AI)</b> 3 FA/SP/SU	<b>GAMES 3720</b> Alternative Game Development 4 FA/SP/SU	<b>GAMES 3710</b> Traditional Game Development 4 FA/SP/SU	<b>Math/Science Elective</b> 3 FA/SP/SU	<b>General Education (LS)</b> 3 FA/SP/SU	<b>General Education (PS)</b> 3 FA/SP/SU	
<p>Ready to apply to the program? Access the application link located in the Student Handbook!</p>						<b>WRTG 4030</b> or <b>ARTX 3600</b> 3 FA/SP/SU	<b>General Education (BF)</b> 3 FA/SP/SU		
						<p>*120 credits total*</p> <p>*122 credit hours required for graduation*</p> <p>gray = Pre-Major Courses</p>			

- Fill in with math, science, or engineering courses that have MATH 1210 as pre- or co-requisite. CS 2100, BIOL 1610, CHEM 1210, and PHYS 2010 also accepted-- see handbook.cs.utah.edu for choice restrictions.
- Ⓒ Students pursuing Honors and choosing the project must take CS 4998 concurrently with GAMES 4510 to satisfy the Honors Thesis Work
- ✓ Engineering Calculus--MATH 1310 also accepted
- \* Honors options available
- Ⓞ Fill in with area focus electives--see handbookcs.utah.edu
- ☛ DV and IR requirements can be combined with HF/BF/PS/LS electives

gray = Pre-Major Courses

# B.S. in Software Development w/GAMES 2024-25

For students who place into CS 1420 and Calculus 1

Year 1		Year 2		Year 3		Year 4	
Fall (17)	Spring (16)	Fall (13)	Spring (12)	Fall (13)	Spring (13)	Fall (12)	Spring (13)
<b>CS 1420</b> Accel Object Oriented Prog 4 FA/SP	<b>CS 2420</b> Intro to Algorithms & Data Structure 4 FA/SP/SU	<b>CS 3500</b> Software Practice 1 4 FA/SP	<b>CS 3505</b> Software Practice 2 3 FA/SP	<b>CS 3550</b> Web Software 1 3 FA	<b>CS 4550</b> Web Software 2 3 SP	<b>GAMES 4500</b> Senior Project 1 3 FA	<b>GAMES 4510</b> Senior Project 2 3 SP
<b>MATH 1210</b> Calculus 1 4 FA/SP/SU	<b>CS 1810</b> Intro to Computing Systems 3 SP	<b>GAMES 3010</b> Asset Pipeline 3 FA/SP/SU	<b>DS 2500</b> Data Wrangling 3 SP	<b>CS 3540</b> Human Centered Experiences 3 FA	<b>CS 5530</b> Database Systems (QI) 3 SP	<b>CS Elective (QI)</b> 3 FA/SP	<b>CS 4440</b> Computer Security 3 SP
<b>GAMES 1050</b> Digital Content Creation 3 FA/SP/SU	<b>GAMES 2100</b> Intro to Game Design 3 FA/SP	<b>GAMES 3020</b> Ethics in Videogames 3 FA/SP	<b>GAMES 3660</b> Interactive Machinima 3 FA/SP/SU	<b>GAMES 3720</b> Alternative Game Development 4 FA/SP/SU	<b>CS 4530</b> Mobile App Programming 3 FA/SP	<b>CS Elective</b> 3 FA/SP	<b>CS 4011</b> Professional Development 1 SP
<b>WRTG 2010</b> Intermediate Writing 3 FA/SP/SU	<b>ART 1020</b> OR <b>DES 2615</b> 3 FA/SP/SU	<b>General Education (HF)</b> 3 FA/SP/SU	<b>General Education (LS)</b> 3 FA/SP/SU	<b>ARTX 3600</b> OR <b>WRTG 4030</b> 3 FA/SP	<b>GAMES 3710</b> Traditional Game Development 4 FA/SP/SU	<b>Math/Science Elective</b> 3 FA/SP/SU	<b>General Education (BF)</b> 3 FA/SP/SU
<b>General Education (AI)</b> 3 FA/SP/SU	<b>General Education (PS)</b> 3 FA/SP/SU	<div style="border: 1px solid black; padding: 5px;"> <ul style="list-style-type: none"> <li>▪ Fill in with math, science, or engineering courses that have MATH 1210 as pre- or co-requisite. CS 2100, BIOL 1610, CHEM 1210, and PHYS 2010 also accepted--see handbook.cs.utah.edu for choice restrictions.</li> <li>◉ Fill in with CS electives--see handbook.cs.utah.edu</li> <li>◐ DV and IR requirements can be combined with HF/BF/PS/LS electives</li> <li>✓ Engineering Calculus--MATH 1310 also accepted</li> <li>Ⓒ Students pursuing Honors and choosing the project must take CS 4998 concurrently with GAMES 4510 to satisfy the Honors Thesis Work</li> <li>* Honors options available</li> <li>◆ 122 credit hours required for graduation</li> </ul> </div>					<b>Math/Science Elective</b> 3 FA/SP/SU
◆ 109 credits total ◆							

Ready to apply to the program? Access the application link located in the Student Handbook!

gray = Pre-Major Courses