

Computer Science *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 (28 credits)	CS 1420: Accelerated Object-Oriented Prog	4	CS 2420: Intro to Algs & Data Structures	4
	MATH 1210: Calculus I [†]	4	MATH 1220: Calculus II [†]	4
	GAMES 1050: Digital Content Creation	3	GAMES 2100: Intro to Game Design	3
	WRTG 2010: Intermediate Writing [†]	3	ART 1020 or DES 2615	3
Sophomore year (26 credits)	CS 2100: Discrete Mathematics	3	CS 3810: Computer Organization	3
	CS 3500: Software Practice I	4	CS 3505: Software Practice II	3
	GAMES 3010: Asset Pipeline	3	CS 3130: Engineering Prob & Stats	3
	MATH 2270: Linear Algebra	4	GAMES 3660: Interactive Machinima	3
Junior year (29 credits)	CS 4150: Algorithms	3	CS 4400: Computer Systems	3
	GAMES 3720: Alternative Game Design	4	GAMES 3720: Traditional Game Design	4
	Gen Ed [†]	3	Area Focus Elective	3
	ARTX 3600 or WRTG 4030	3	Gen Ed [†]	3
			Free Elective if Needed	3
Senior year (24 credits)	GAMES 4500: Senior Project I	3	GAMES 4510: Senior Project II	3
	Area Focus Elective	3	Area Focus Elective	3
	Area Focus Elective	3	CS Theory CS 3100 or CS 3200	3
	Gen Ed (DV) [†]	3	American Institutions (AI) [†]	3
Fifth year (15 credits)	Area Focus Elective	3		
	Area Focus Elective	3		
	Gen Ed (IR) [†]	3		
	Free Elective if Needed	3		
122 credits total	Free Elective if Needed	3		

Track B: Students who start with CS 1400 and Precalculus.

	FALL semester		SPRING semester	
Freshman year (32 credits)	CS 1400: Intro to Computer Programming	4	CS 1410: Intro to Object-Oriented Prog	4
	MATH 1080: Precalculus	5	MATH 1210: Calculus I [†]	4
	GAMES 1050: Digital Content Creation	3	GAMES 2100: Intro to Game Design	3
	WRTG 2010: Intermediate Writing [†]	3	ART 1020 or DES 2615	3
			American Institutions (AI) [†]	3
Sophomore year (28 credits)	CS 2420: Intro to Algs & Data Structures	4	CS 2100: Discrete Mathematics	3
	MATH 1220: Calculus II [†]	4	CS 3500: Software Practice I	4
	GAMES 3010: Asset Pipeline	3	MATH 2270: Linear Algebra	4
	Gen Ed [†]	3	GAMES 3660: Interactive Machinima	3
Junior year (26 credits)	CS 3810: Computer Organization	3	CS 4400: Computer Systems	3
	CS 3505: Software Practice II	3	Area Focus Elective	3
	CS 3130: Engineering Prob & Stats	3	Gen Ed (DV) [†]	3
	GAMES 3720: Alternative Game Design	4	GAMES 3710: Traditional Game Design	4
Senior year (24 credits)	CS 4150: Algorithms	3	GAMES 4510: Senior Project II	3
	GAMES 4500: Senior Project I	3	Area Focus Elective	3
	Area Focus Elective	3	Area Focus Elective	3
	FA 3600 or WRTG 4030 [†]	3	CS Theory: CS 3100 or CS 3200	3
Fifth year (12 credits)	Area Focus Elective	3		
	Area Focus Elective	3		
	Gen Ed (IR) [†]	3		
	Gen Ed [†]	3		
122 credits total				

[†] 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.

* Students may choose between CS 3100 (Fall/Spring semesters) or CS 3200 (SPRING semesters) to satisfy the Theory Restricted Elective.