

Computer Science *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 (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 |
| | Gen Ed [†] | 3 | American Institutions (AI) [†] | 3 |
| | WRTG 2010: Intermediate Writing [†] | 3 | ART 1020 or DES 2615 | 3 |
| Sophomore year (26 credits) | CS 3500: Software Practice I | 4 | CS 3505: Software Practice II | 3 |
| | CS 2100: Discrete Mathematics | 3 | CS 3810: Computer Organization | 3 |
| | MATH 2270: Linear Algebra | 4 | CS 3130: Engineering Prob & Stats | 3 |
| | GAMES 1050: Digital Content Creation | 3 | GAMES 2100: Intro to Game Design | 3 |
| Junior year (24 credits) | CS 4400: Computer Systems | 3 | CS 4150: Algorithms | 3 |
| | GAMES 3010: Asset Pipeline | 3 | GAMES 3660: Interactive Machinima | 3 |
| | FA 3600 or WRTG 4030 [†] | 3 | Gen Ed (IR) [†] | 3 |
| | Gen Ed (DV) [†] | 3 | Gen Ed [†] | 3 |
| Senior year (26 credits) | Area Focus Elective | 3 | Area Focus Elective | 3 |
| | Area Focus Elective | 3 | CS Theory: CS 3100 or CS 3200 | 3 |
| | GAMES 3720: Alternative Game Design | 4 | GAMES 3710: Traditional Game Design | 4 |
| | Free Elective if Needed | 3 | Free Elective if Needed | 3 |
| Fifth year (18 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 | Area Focus Elective | 3 |
| 122 credits total | | | | |

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

| | FALL semester | | SPRING semester | |
|--|--|---|---|---|
| Freshman year (29 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 |
| | Gen Ed [†] | 3 | American Institutions (AI) [†] | 3 |
| | WRTG 2010: Intermediate Writing [†] | 3 | ART 1020 or DES 2615 | 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 |
| | Gen Ed (DV) [†] | 3 | MATH 2270: Linear Algebra | 4 |
| | GAMES 1050: Digital Content Creation | 3 | GAMES 2100: Intro to Game Design | 3 |
| Junior year (24 credits) | CS 3505: Software Practice II | 3 | CS 4400: Computer Systems | 3 |
| | CS 3810: Computer Organization | 3 | Area Focus Elective | 3 |
| | GAMES 3010: Asset Pipeline | 3 | GAMES 3660: Interactive Machinima | 3 |
| | CS 3130: Engineering Prob & Stats | 3 | Gen Ed (IR) [†] | 3 |
| Senior year (23 credits) | CS 4150: Algorithms | 3 | Area Focus Elective | 3 |
| | Area Focus Elective | 3 | CS Theory: CS 3100 or CS 3200 | 3 |
| | GAMES 3720: Alternative Game Design | 4 | GAMES 3710: Traditional Game Design | 4 |
| | FA 3600 or WRTG 4030 [†] | 3 | | |
| Fifth year (18 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 | 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.