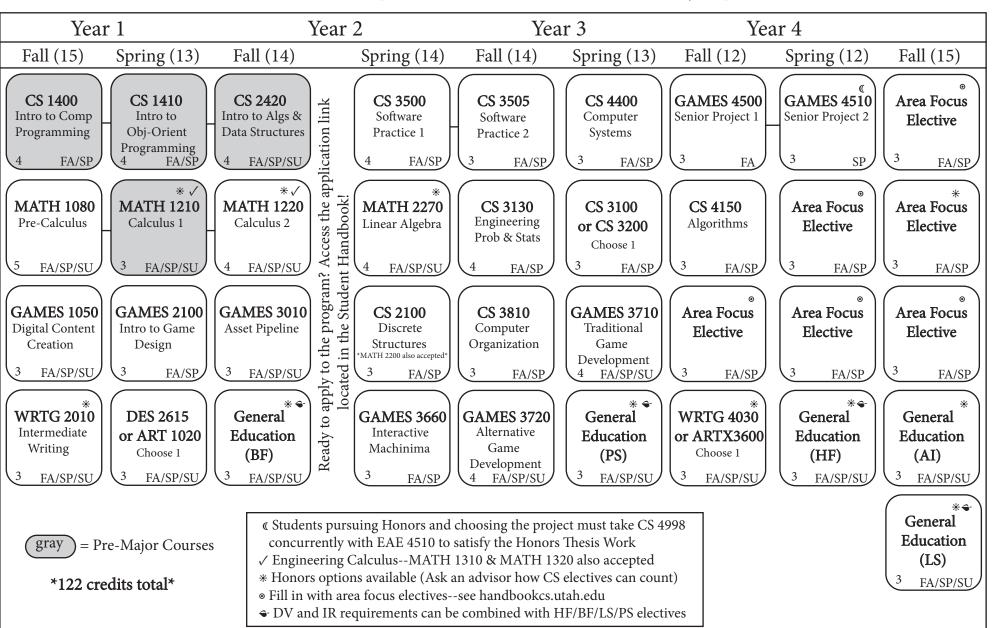# B.S. in Computer Science w/GAMES Emphasis 2024-25

For students who place into CS 1400 and Pre-Calculus (4.5 year plan)

Year 1			Year 2		Year 3		Year 4		
Fall (15)	Spring (13)	Fall (14)	Spring (14)	Fall (14)	Spring (13)	Fall (12)	Spring (12)	Fall (15)	
CS 1400 Intro to Comp Programming — 4 FA/SP	CS 1410 Intro to Obj-Orient Programming — 4 FA/SP	CS 2420 Intro to Algs & Data Structures — 4 FA/SP/SU	CS 3500 Software Practice 1 — 4 FA/SP	CS 3505 Software Practice 2 — 3 FA/SP	CS 4400 Computer Systems — 3 FA/SP	GAMES 4500 Senior Project 1 — 3 FA	GAMES 4510 ☾ Senior Project 2 — 3 SP	Area Focus ◉ Elective — 3 FA/SP
MATH 1080 Pre-Calculus — 5 FA/SP/SU	MATH 1210 ✱✓ Calculus 1 — 3 FA/SP/SU	MATH 1220 ✱✓ Calculus 2 — 4 FA/SP/SU	MATH 2270 ✱ Linear Algebra — 4 FA/SP/SU	CS 3130 Engineering Prob & Stats — 4 FA/SP	CS 3100 or CS 3200 Choose 1 — 3 FA/SP	CS 4150 Algorithms — 3 FA/SP	Area Focus ◉ Elective — 3 FA/SP	Area Focus ✱ Elective — 3 FA/SP
GAMES 1050 Digital Content Creation — 3 FA/SP/SU	GAMES 2100 Intro to Game Design — 3 FA/SP	GAMES 3010 Asset Pipeline — 3 FA/SP/SU	CS 2100 Discrete Structures *MATH 2200 also accepted* — 3 FA/SP	CS 3810 Computer Organization — 3 FA/SP	GAMES 3710 Traditional Game Development — 4 FA/SP/SU	Area Focus ◉ Elective — 3 FA/SP	Area Focus ◉ Elective — 3 FA/SP	Area Focus ◉ Elective — 3 FA/SP
WRTG 2010 ✱ Intermediate Writing — 3 FA/SP/SU	DES 2615 or ART 1020 Choose 1 — 3 FA/SP/SU	General Education (BF) ✱☚ — 3 FA/SP/SU	GAMES 3660 Interactive Machinima — 3 FA/SP	GAMES 3720 Alternative Game Development — 4 FA/SP/SU	General Education (PS) ✱☚ — 3 FA/SP/SU	WRTG 4030 or ARTX3600 ✱ Choose 1 — 3 FA/SP/SU	General Education (HF) ✱☚ — 3 FA/SP/SU	General Education (AI) ✱ — 3 FA/SP/SU
								General Education (LS) ✱☚ — 3 FA/SP/SU

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

gray = Pre-Major Courses

122 credits total

☾ Students pursuing Honors and choosing the project must take CS 4998 concurrently with EAE 4510 to satisfy the Honors Thesis Work

✓ Engineering Calculus—MATH 1310 & MATH 1320 also accepted

✱ Honors options available (Ask an advisor how CS electives can count)

◉ Fill in with area focus electives—see handbookcs.utah.edu

☚ DV and IR requirements can be combined with HF/BF/LS/PS electives

B.S. in Computer Science w/GAMES Emphasis 2024-25

For students who place into CS 1420 and Calculus 1

Year 1		Year 2		Year 3		Year 4	
Fall (17)	Spring (17)	Fall (14)	Spring (12)	Fall (13)	Spring (13)	Fall (15)	Spring (12)
CS 1420 — Accel Object Oriented Prog — 4 — FA/SP *(gray)*	**CS 2420** — Intro to Algorithms & Data Structure — 4 — FA/SP/SU *(gray)*	**CS 3500** — Software Practice 1 — 4 — FA/SP	**CS 3505** — Software Practice 2 — 3 — FA/SP	**CS 4400** — Computer Systems — 3 — FA/SP	**CS 4150** — Algorithms — 3 — FA/SP	**GAMES 4500** — Senior Project 1 — 3 — FA	**GAMES 4510** ☾ — Senior Project 2 — 3 — SP
co-reqs	co-reqs	*MATH 2200 also accepted*					
MATH 1210 ✳✓ — Calculus 1 — 4 — FA/SP/SU *(gray)*	**MATH 1220** ✳✓ — Calculus 2 — 4 — FA/SP/SU	**CS 2100** — Discrete Structures — 3 — FA/SP	**CS 3130** — Engineering Prob & Stats — 3 — FA/SP	**GAMES 3720** — Alternative Game Development — 4 — FA/SP/SU	**GAMES 3710** — Traditional Game Development — 4 — FA/SP/SU	**CS Elective** ◉ — 3 — FA/SP	**CS Elective** ◉ — 3 — FA/SP
GAMES 1050 — Digital Content Creation — 3 — FA/SP/SU	**GAMES 2100** — Intro to Game Design — 3 — FA/SP	**MATH 2270** ✳ — Linear Algebra — 4 — FA/SP/SU	**CS 3810** — Computer Organization — 3 — FA/SP	**CS Elective** ◉ — 3 — FA/SP	**CS 3100 or CS 3200** — choose one — 3 — FA/SP	**CS Elective** ◉ — 3 — FA/SP	**CS Elective** ◉ — 3 — FA/SP/SU
WRTG 2010 ✳ — Intermediate Writing — 3 — FA/SP/SU	**ART 1020 or DES 2615** — choose one — 3 — FA/SP/SU	**GAMES 3010** — Asset Pipeline — 3 — FA/SP/SU	**GAMES 3660** — Interactive Machinima — 3 — FA/SP	*pre-req WRTG 2010* **ARTX 3600 OR WRTG 4030** ✳ — 3 — FA/SP/SU	**CS Elective** ◉ — 3 — FA/SP	**General Education (PS)** ✳☛ — 3 — FA/SP/SU	**General Education (LS)** ✳☛ — 3 — FA/SP/SU
General Education (BF) ✳☛ — 3 — FA/SP/SU	**General Education (HF)** ✳☛ — 3 — FA/SP/SU					**General Education (AI)** ✳ — 3 — FA/SP/SU	

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

(gray) = Pre-Major Courses

✓ Engineering Calculus--MATH 1310 & MATH 1320 also accepted
☾ Students pursuing Honors and choosing the project must take CS 4998 concurrently with GAMES 4510 to satisfy the Honors Thesis Work
✳ Honors options available
◆ 122 credit hours required for graduation
◉ Fill in with area focus electives--see handbook.cs.utah.edu
☛ DV and IR requirements can be combined with HF/BF/PS/LS electives

◆ 114 credits total ◆