

Computer Science Games B.S. Degree - Requirements 2024-25

Questions? Contact a KSoC Academic Advisor or email ugrad-help@cs.utah.edu
See handbook.cs.utah.edu for complete details and additional restrictions

Course	Title	Credits	Designation	Notes	Planned Semester		
GENERAL EDUCATION							
WRTG 2010	Intermediate Writing	3	WR2	Ⓒ	_____	DV	IR
ARTX 3600 OR WRTG 4030		3	CW	Ⓒ	_____	choose	choose
_____	_____	3	AI	Ⓒ	_____	1	1
ART 1020 OR DES 2615		3	FF	Ⓒ *	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	3	HF	Ⓒ *	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	3	BF	Ⓒ *	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	3	LS	Ⓒ *	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	3	PS	Ⓒ *	_____	<input type="checkbox"/>	<input type="checkbox"/>

PRE-MAJOR	CS 1400	Intro to Comp Prog	4		_____
	CS 1410	Intro to OOP	4		_____
	OR				
	CS 1420	Accel OOP	4		_____
	CS 2420	Intro to Algs & DS	4		_____
MATH 1210	Calculus 1	4	QL	Ⓒ ■	_____

Ⓒ Honors options available see honors.utah.edu
* 4 credit options accepted
■ Engineering Calculus, MATH 1310 and 1320, also accepted

MATH/SCIENCE					
MATH 1220	Calculus 2	4	QL	Ⓒ ■	_____
MATH 2270	Linear Algebra	4	QL		_____
CS 3130	Eng Prob & Stats	3	QI		_____

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

CS REQ.	CS 2100	Discrete Structures	3		✓	_____
	CS 3500	Software Practice 1	4			_____
	CS 3505	Software Practice 2	3			_____
	CS 3810	Computer Org	4	QI		_____
	CS 4150	Algorithms	3	QI		_____
	CS 4400	Computer Systems	3	QI		_____

➔ Minimum 122 credits required for graduation

✓ MATH 2200 also accepted

GAMES REQ.	GAMES 1050	Digital Content	3			_____
	GAMES 2100	Intro Game Design	3			_____
	GAMES 3010	Asset Pipeline	3			_____
	GAMES 3660	Interactive Machinima	3			_____
	GAMES 3710	Trad Game Design	4		‡	_____
	GAMES 3720	Alt Game Design	4			_____

□ Choose 2 more electives from any of the 4 Focus Areas Above

[A] Choose CS 3190, 4300, 5140, 5340, 5350, 5353, or 5630

[C] Choose CS 3520, 4470, 5150, 5460, or 4230

AREA FOCUS	CS _____	(AI/Analytics)	3		[A]	_____
	CS _____	(Core/Fundamentals)	3		[C]	_____
	CS _____	(Human Centered)	3		[H]	_____
	CS _____	(Infrastructure)	3		[I]	_____
	CS _____	_____	3		*□	_____
	CS _____	_____	3		*□	_____

[H] Choose CS 3390, 3540, 4530, 4600, 5360, or 5610

[I] Choose CS 3550, 4440, 4480, 4550, 5490, or 5530

‡ EAE 3720 should be taken before EAE 3710. Both must be taken before EAE 4500

THEORY RESTRICTED ELECTIVE Choose CS 3100 (FA/SP) or CS 3200 (SP)					
CS _____	_____	3			_____

SENIOR CAPSTONE REQUIREMENT					
GAMES 4500	Senior Project 1	3			_____
GAMES 4510	Senior Project 2	3		⊗	_____