

Degree Worksheet

2009-2010

PROGRAM/PLAN Bachelor of Science- Computer Science
SUB PLAN Digital Gaming & Simulation

University minimum requirements 120 hours.

Total of 54 hours must be upper division level. 30 of the last 36 upper division semester hours must be completed at UHV.

	Coursework	Hrs. Req.	Remarks	Hrs. Earn
CORE CURRICULUM	ENGL 1301 Rhetoric & Composition	3		
	ENGL 1302 Composition, Research & Literature	3		
	HIST 1301 History of the United States thru 1877	3		
	HIST 1302 History of the United States from 1877	3		
	GOVT 2301 American Govt. (Fed & State Const)	3		
	GOVT 2302 American Govt. (Fed & State Topics)	3		
	Natural Sciences- PHYS 1401 and 1402*	11	Choose from biology, chemistry, geology, physics, or biophysical science. Must take 2 course w/labs.	
	Mathematics	3	College Algebra or equivalent	
	Social/Behavioral Sciences- GAM 4320*	3	ANTH, ECON, GEOG POLS, PSY or SOCI	
	Visual/Performing Arts	3	ARTS, MUSI, or DRAM	
	Humanities- ENG/COM 4327*	3		
	Speech	3	SPCH 1311, 1315, 1318, 1321	
	Computer Literacy	3	Introduction to Computers	
	ADDITIONAL LD	COSC 1436 (Programming)	4	
COSC 1437 (Advanced Programming)		4		
GAME 1372- Math for Game Programmers		3		
GAME 2374 - DirectX Programming		3		
MATH 1324 Finite Math		3		
***PHYS 1401 and PHYS 1402 Physics		8	Recommended for Natural Science Req.	

MAJOR PROGRAM	ENG 3430 Professional Writing	4		
	ISC 3317 Object Oriented Program & Design	3	Students may test out of course by passing the UHV programming proficiency exam. An equivalent, advanced course is substitutable with faculty approval to meet reqs.	
	ISC 3331 Data Structures & Algorithms I	3		
	ISC 3333 Data Structures & Algorithms II	3		
	ISC 4339 Telecommunications & Networks	3		
CONCENTRATION	MAS 3362 Discrete Structures	3		
	MAS 3361 Linear Algebra	3		
	ISC 4321 Software Project Management	3		
	ISC 4322 Artificial Intelligence	3		
	GAM 4310 Advance Game Modeling and DirectX	3		
	GAM 4322 Game AI and Behavioral Modeling	3		
	GAM 4312 Game Engines	3		
	ISC 4314 Gaming Networks and Architecture	3		
	COM/ENG 4327 Interactive Narrative	3		
GAM 4340 Senior Project	3			
GAM/ISC/COM	6	Choose 6 UD s.h., from the following GAM 4305, 4316, 3310,4318, ISC 4337,3347, 4341,4320, COM 4325, or 4316		

MINOR / FREE ELECTIVES			Upper Division and/or Lower Division Minor and/or Free Electives. 54 semester hours of upper division courses.	

10-Jul-09

NOTES:

LD =Lower Division (Community College-Level: Freshman, 1000-level /Sophomore, 2000-level)
UD =Upper Division (University-Level: Junior, 3000-level /Senior, 4000-level)

***This document is an unofficial guide to your degree.
Please contact an advisor for an official degree plan.***