

TEXAS A&M UNIVERSITY – VICTORIA

RECOMMENDED COURSE SEQUENCE

BS in Digital Gaming and Simulation (11.0804)

This table shows a sample recommended course sequence for this degree based on the TAMUV 2025-26 Catalog. Students should verify degree requirements and registration plans with an advisor to ensure accuracy. Please note that some degrees and colleges have specific GPA and other requirements.

First Year (Freshman)					
SEMESTER 1	SCH	ACGM	SEMESTER 2	SCH	ACGM
CORE 020: MATH 1324	3	Finite Math	LG1: All TAMUV Classes	3	
CORE 010: ENGL 1301	3	Composition I	CORE 010: ENGL 1302	3	Composition II
COSC 1336/1136	4	Programming Fundamentals I w/Lab	COSC 1337/1137	4	Programming Fundamentals II w/Lab
UNIV 1300	3	First-Year Seminar	CORE 080	3	
			CORE 090: SPCH 1315	3	Fund of Public Speaking
Total Hours	13		Total Hours	16	
Second Year (Sophomore)					
SEMESTER 1	SCH	ACGM	SEMESTER 2	SCH	ACGM
CORE 030 w/Lab	4		CORE 030 w/Lab	4	
COSC 3317	3	Object Oriented Programming	MATH 3361	3	Linear Algebra
COSC 3331	3	Data Structures and Algorithms I	COSC 3333	3	Data Structures and Algorithms II
MATH 3321	3	Gaming Math for non-Prog	CORE 060	3	
MATH 3362	3	Discrete Structures	CORE 070	3	
Total Hours	16		Total Hours	16	
Third Year (Junior)					
SEMESTER 1	SCH	ACGM	SEMESTER 2	SCH	ACGM
ENGL 3430	4	Professional Writing	CORE 050:	3	
COSC 4339	3	Telecomm and Networks	CORE 040:	3	
GMNG 3310	3	3D Modeling	GMNG 3311	3	Intro to mod comp graphics
CORE 070	3		EG1: Gaming Elective Group	3	
MG1: Gaming Group A	3		CORE 060: HIST 1302	3	U.S. History II
Total Hours	16		Total Hours	15	
Fourth Year (Senior)					
SEMESTER 1	SCH	ACGM	SEMESTER 2	SCH	ACGM
MG1: Gaming Group A	3		EG1: Gaming Elective Group	3	
GMNG 4312	3	Game Engines	GMNG 4340	3	Senior Project
GMNG 4322	3	Game AI/behavioral modeling	LG1: All TAMUV Classes	3	
LG1: All TAMUV Classes	3		LG1: All TAMUV Classes	3	
LG1: All TAMUV Classes	3		LG1: All TAMUV Classes	3	
Total Hours	15		Total Hours	15	

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Group Name	Course Prefix	Course Number	Course Name	SCH
Gaming Group A	GMNG	4316	ADVANCED LEVELING	3
Gaming Group A	GMNG	4318	ADVANCED ANIMATION FOR GAMING	3
Gaming Elective Group	GMNG	4314	GAMING NETWORKS ARCHITECTURE	3
Gaming Elective Group	COSC	4320	SOFTWARE ENGINEERING	3
Gaming Elective Group	COMM	4316	VISUAL COMMUNICATION	3
Gaming Elective Group	COSC	3315	APP DESIGN USING GUIs	3
Gaming Elective Group	COSC	4321	IT PROJECT MANAGEMENT	3
Gaming Elective Group	GMNG	4317	Advanced Art for Gaming	3

[LG1 All TAMUV Classes](#)