

**Bachelor of Arts - Computer Systems - Game Development Concentration
Transfer Academic Roadmap**

Year 1: Junior Year				Year Total				30
Fall Semester	Term Offered	Prerequisite Courses	Units	Spring Semester	Term Offered	Prerequisite Courses	Units	
CSE 4400	Fall	CSE 2020	3	CSE 4200	Spring	CSE 2020 and MATH 2310	3	
CSE 4550	Fall & Spring	CSE 2020	3	CSE 4410	Spring	CSE 2020	3	
CSE Elective (3000+)	Fall & Spring	Varies	3	CSE 4500	Spring	CSE 2020	3	
General Education (UD)	Fall & Spring		3	CSE Elective (3000+)	Fall & Spring	Varies	3	
General Education (UD)	Fall & Spring		3	General Education (UD)	Fall & Spring		3	
Semester Total			15	Semester Total			15	

Year 2: Senior Year				Year Total				30
Fall Semester	Term Offered	Prerequisite Courses	Units	Spring Semester	Term Offered	Prerequisite Courses	Units	
CSE Elective (3000+)	Fall & Spring	Varies	3	CSE 4880 (WI)	Fall & Spring	Senior Standing	3	
Concentration Elective	Fall & Spring		3	Free Elective	Fall & Spring		3	
Free Elective	Fall & Spring		3	Free Elective	Fall & Spring		3	
Free Elective	Fall & Spring		3	Free Elective	Fall & Spring		3	
Free Elective	Fall & Spring		3	Free Elective	Fall & Spring		3	
Semester Total			15	Semester Total			15	
Degree Units Total							60	

CSGDCNSBAX

Last modified 2023-07-20

The roadmap is an academic planning resource. Students should refer to their PAWS Report and Academic Catalog for graduation requirements.