

Bachelor of Arts - Computer Systems - Game Development Concentration

Transfer Academic Roadmap

Year 1: Junior Year				Year Total			
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				Semester Total			

Year 2: Senior Year				Year Total			
Fall Semester	Term Offered	Prerequisite Courses	Units	Spring Semester	Term Offered	Prerequisite Courses	Units
CSE 4050	Fall	CSE 2020	3	CSE 4880 (WI)	Fall & Spring	Senior Standing	3
Concentration Elective	Fall & Spring		3	Free Elective	Fall & Spring		3
CSE Elective (3000+)	Fall & Spring	Varies	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				Semester Total			
				Degree Units Total			

CSGDCNSBAX

Last modified

10/27/2023

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