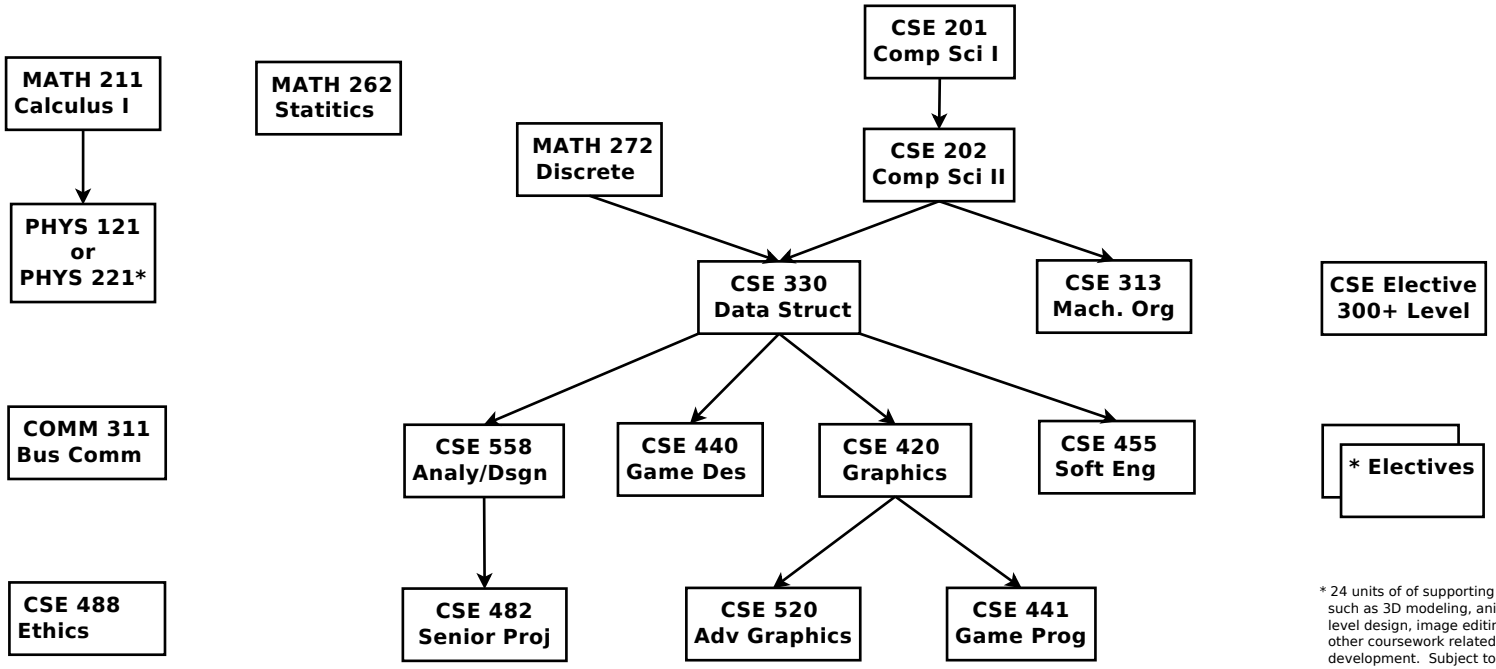
Bachelor of Arts in Computer Systems, Game Development Option

Flowchart of Coursework -- Academic Year 2013/14



* 24 units of of supporting coursework such as 3D modeling, animation, level design, image editing, and other coursework related to game development. Subject to approval of the School of CSE.
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* PHYS 221 requires MATH 212

California State University San Bernardino School of Computer Science and Engineering

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