Bachelor of Arts in Computer Systems, Game Development Option
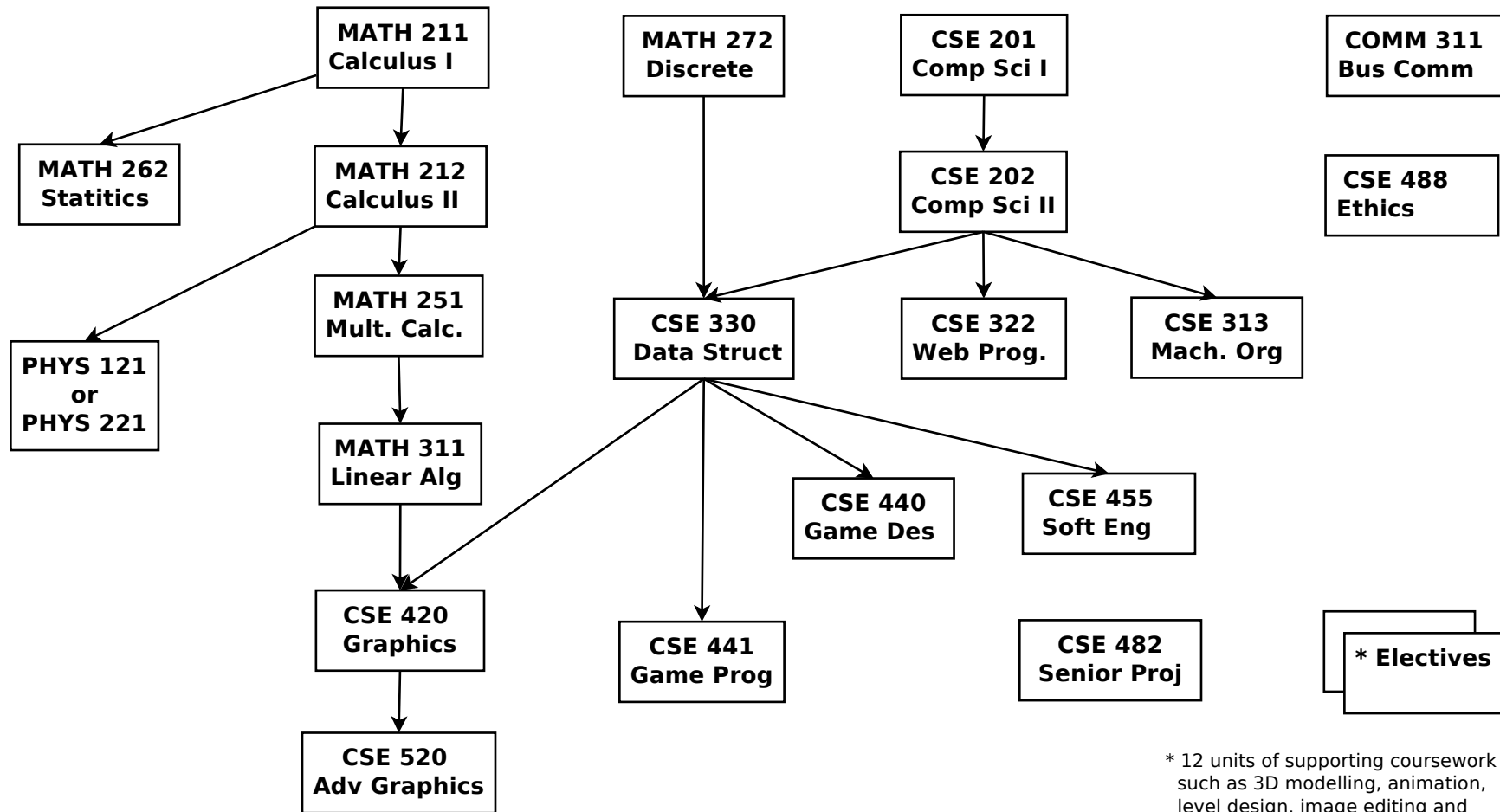
Flowchart of Coursework -- Academic Year 2015/16

MATH 211 Calculus I

MATH 272 Discrete

CSE 201 Comp Sci I

COMM 311 Bus Comm

MATH 262 Statitics

MATH 212 Calculus II

CSE 202 Comp Sci II

CSE 488 Ethics

MATH 251 Mult. Calc.

CSE 330 Data Struct

CSE 322 Web Prog.

CSE 313 Mach. Org

PHYS 121 or PHYS 221

MATH 311 Linear Alg

CSE 440 Game Des

CSE 455 Soft Eng

CSE 420 Graphics

CSE 441 Game Prog

CSE 482 Senior Proj

* Electives

CSE 520 Adv Graphics

* 12 units of supporting coursework such as 3D modelling, animation, level design, image editing and other coursework related to game development. Subnject to approval of the School os CSE.