

## **COMPUTER SCIENCE BACHELOR OF SCIENCE -GAME DEVELOPMENT TRACK**

Course	Title	Hours
Term 1 (Fall)		
Natural Science		3
COS 107	Prob Solving, Logic & Design	3
ENG 101	English Comp I	4
MAT 115	College Algebra	3
KSU 118	Intro. to University Learning	3
	Hours	16
Term 2 (Spring)		
COS 108	Prin Computer Science I	4
ENG 102	English Comp II	3
MAT 125	Business Calculus and Matrices	3
Select one of the followin	g:	3
ECO 200	Survey of Economics	
FIN 101	Financial Literacy	
HIS 108	Intro to African American Hist	
POS 101	American Government	
PSY 200	General Psychology	
SOC 203	Principles of Sociology	
KSU 186	Navigate. the Tech. World	3
	Hours	16
Term 3 (Fall)		
COS 109	Prin Computer Sci II	4
COS 275	Game Programming Foundation I	4
ENG 216	Technical Writing	3
Arts and Humanities		3
COM 103	Interpersonal Communication	3
	Hours	17
Term 4 (Spring)		
COS 340	Data Struc Algorithm Analy	3
COS 200	Computer Information Systems	3
COS 375	Game Programming Foundation II	3
Arts and Humanities		3
COS 281	Introduction to Info. Sec. & A	3
	Hours	15
Term 5 (Fall)		
COS 301	Computer Organization	4
COS 303	Human Perspective on Computing	3
COS 310	Discrete Computing Structures	3
DGE 300	Software Eng Computing Games	3
Arts and Humanities	3 1 3	3
	Hours	16
Term 6 (Spring)		
COS 302	Operating Systems	3
	oral course from the following:	3
ECO 200	Survey of Economics	
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	Total Hours	120
	Hours	12
Guided Elective		3
COS/DGE 300/400 Elective	2	3
Elective		3
COS 410	Database Management Systems	3
Term 8 (Spring)		
	Hours	12
COS 495	Interactive Gaming Project	3
COS 470	Networking/Telecommun	3
COS 300	System Design/Development	3
COS/CIT 200 Elective		3
Term 7 (Fall)		
	Hours	16
Free Elective		3
COS 475	Game Design and Development	3
COS 385	Gaming and Computer Graphics	4
SOC 203	Principles of Sociology	
PSY 200	General Psychology	
POS 101	American Government	
HIS 108	Intro to African American Hist	
FIN 101	Financial Literacy	