

Four-Year Schedule for the Game Development Major

	FALL	SPRING
First Year	Math 231 – Calculus 1 CSCI 251 – Introduction to Computer Science	CSCI 241 – Discrete Math CSCI 261 – Data Structures ANIM 121 – Computer Animation I
Second Year	CSCI 262 – Algorithms CSCI 277 – Application Development I Math 232 – Calculus II* ANIM 355 – Advanced Rigging & Dynamics*	CSCI 357 – Application Development II CSCI 282 – Foundations of Game Development Math 235 – Linear Algebra*
Third Year	CSCI 315 – Advanced Game Development Math 233 – Calculus III* ANIM 221 – Computer Animation II*+	CSCI 371 – Software Engineering ENG 266 – Creative Writing I-Fiction** COMM 216 – Multimedia Storytelling** ANIM 321 – Computer Animation III**+
Fourth Year	CSCI 475 – Game Development Practicum I CSCI 342 – Computer Systems Concepts*	CSCI 476 – Game Development Practicum II CSCI 461 – Artificial Intelligence

Schedule must include three courses marked (*).

Courses marked (+) could be taken the year previous to the year listed.

Schedule must include one course marked (**). These courses run both semesters.