

Name: \_\_\_\_\_

## COMPUTER SCIENCE (Game Programming), Five-Year B.S. to M.S.I.S

40 courses of three or more credits and 3 one-credit PE courses

### GENERAL EDUCATION CORE

**BASIC REQUIREMENTS** (2 courses and 3 one-credit PE courses)

Composition and Rhetoric

- EN 103 Composition and Rhetoric I
- EN 104 Composition and Rhetoric II

Physical Education Courses

- PE 100
- PE \_\_\_\_\_
- PE \_\_\_\_\_

**MODES OF THINKING** (4 courses)

Literature (Select one)

- EN 110, EN 112, EN 115

Mathematics (**Satisfied by Major – MA 121**)

Natural Science (Select one)

- BI 209, BI 210, BI 211, BI 242, CH 209, PH 209

Philosophy

- PL 109

Social Sciences (Select one)

- CJ 109, EC 209, EC 112, PO 103, PO 109, PS 109, or SO 109

**CULTURAL LITERACY** (6 courses)

Humanities I and II. *Preferably* select a set (e.g., HI 201/202). However, a combination (e.g., PO 201 + HI 214) is acceptable.

- Hum. I: HI 201, PO 201, HI 213
- Hum. II: HI 202, PO 202, HI 214, HI 262

Humanities III: Great Works of Art & Music

(See Master Schedule of Day Classes)

- \_\_\_\_\_

Humanities IV: Great Works of Literature

(See Master Schedule of Day Classes)

- \_\_\_\_\_

Foreign Language/World Cultures

(Select either two of the same language, any two WC, or one WC and one approved course with international study)

- \_\_\_\_\_
- \_\_\_\_\_

**CHRISTIAN VALUES AND THEOLOGY**

(3 courses)

Catholic Theology

- TH 109

Intermediate Theology (200/300 level TH)

- TH \_\_\_\_\_

Values Seminar

(See Master Schedule of Day Classes; CS 475 is recommended)

- \_\_\_\_\_

### MAJOR

(16 courses)

- CS 119: Digital Art Story Development
- CS 121: Intro to Computer Programming
- CS 122: Object-Oriented Programming
- CS 211: Application Development
- CS 275: Visual Interface
- CS 333: Web & Mobile App Development
- CS 340: Digital Art I
- CS 360: Database Analysis and Design
- CS 390: 3D Modeling for Production
- CS 392: 3D Animation Production I
- CS 394: Game Development/Interface
- CS 453: Senior Coordinating Seminar
- CS 494: Advanced Game Development
- MA 121: Calculus I
- MA 122: Calculus II
- MA 331: Linear Algebra

### MSIS COURSEWORK

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### MINOR

(6 courses)

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### ELECTIVES

(As needed to complete 40-course req.)

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

A. Koefler, Director of the Academic Resource Center  
Effective, fall 2016

*For the most up-to-date record of progress toward completion of degree requirements, students should use the Academic Evaluation tool, which is listed under the Academic Planning heading in WebAdvisor.*

**DE SALES UNIVERSITY**  
**Typical Program: COMPUTER SCIENCE MAJOR – Game Programming (B. S.)**

**FALL SEMESTER**

**SPRING SEMESTER**

**FIRST YEAR**

Intro to Computer Programming (CS 121)  
 Calculus I (MA 121)  
 Composition and Rhetoric I (EN 103)  
 Philosophy MOT (PL 109)                      ... or ...  
 Foreign Language/World Cultures  
 Lifetime Fitness and Wellness (PE 100)

Object-Oriented Programming (CS 122)  
 Calculus II (MA 122)  
 Composition and Rhetoric II (EN 104)  
 Social Science (MOT)  
 Foreign Language/World Cultures  
 Physical Education (Activity)

**SECOND YEAR**

Digital Art Story Development (CS 119)  
 Digital Art I (CS 340)  
 Humanities 1  
 Literature MOT                                      ... or ...  
 Catholic Theology (TH 109)                      ... or ...  
 Physical Education (Activity)

Application Development (CS211)  
 Visual Interface (CS 275)  
 Humanities 2  
 Natural Science MOT  
 Free Elective

**THIRD YEAR**

3D Modeling for Production (CS 390)  
 Free Elective  
 Intermediate Theology                              ... or ...  
 Humanities 3    ... or ...  
 Linear Algebra (MA 331)

3D Animation Production I (CS 392)  
 Game Development/Interface (CS 394)  
 Web & Mobile App Development (CS 333)  
 Humanities 4  
 Free Elective

**FOURTH YEAR**

Database Analysis and Design (CS 360)  
 Advanced Game Development (CS 494)  
 Values Seminar    ... or ...  
 MSIS Course  
 MSIS Course

Senior Coordinating Seminar (CS 453)  
 Free Elective  
 Free Elective  
 MSIS Course  
 MSIS Course

**FIFTH YEAR**

Summer  
 MSIS Course

Fall  
 MSIS Course  
 MSIS Course

Winter  
 MSIS Course  
 MSIS Course

Spring  
 MSIS Course  
 MSIS Course

Summer  
 MSIS Course