Computer Game Design B.S. Degree
2018-19 Curriculum Chart

**CMPS 12A/L**
Intro to Prog. (Accelerated)

CMPS 11
Intermediate Programming

**CMPS 13H/L**
Intro to Prog. & Data Structures (Honors)

**CMPS 13L**
Computer Systems and C Programming

CMPS 12B/M
Data Structures

**CMPS 101**
Abstract Data Types

MATH 19A or 20A
Calculus I

MATH 19B or 20B
Calculus II

**CMPE 16**
Discrete Math

**CMPE 12/L**
Computer Systems & Assembly Language

* Students may take CMPS 13/L in lieu of another introductory programming class + data structures.

*CMPS 12B/M or CMPS 13H/L, CMPE 16, Math 19B, plus one from the following: AMS 10, Math 21, 22, 23A, AMS 131

CMPS 109
Advanced Programming

**AMS 10**
Engr Math Methods I

**MATH 21**
Linear Algebra

• Students must complete ARTG 80I or ARTG 80H, ARTG 80G, CMPM 80K, CMPS 12B/M, FILM 80V and students must be concurrently enrolled in both courses below

CMPM 120
Game Development Experience

AND

ARTG 120
Game Design Experience

CMPM 170
Game Design Studio I

CMPM 171 (7 units)
Game Design Studio II

CMPM 172 (7 units)
Game Design Studio III

Notes:
* Check catalog/SOE course descriptions for additional prerequisites.

http://uadundergrad.soe.ucsc.edu • advising@soe.ucsc.edu • (831) 459-5840 • 6/1/2018
# Computer Game Design B.S. Degree
## 2018-19 Curriculum Chart

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## Computer Game Engineering Electives

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<td>CMPE 113</td>
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### Computer Game Engineering Elective

$ No more than two of the five
courses marked with the $ can
count towards Computer Game
Engineering Electives (CGEs).

The majority of these Computer
Game Engineering electives are
technical practice electives which
focus on the development and
analysis of computational
systems (the “programming”
part of game creation).

* Can be repeated, but may only
satisfy an elective once.

Please note that some Computer
Game Engineering electives may
have pre-requisites that are not
already satisfied by courses
required in the major.

## Notes:

- All students admitted to a School of
  Engineering major, or seeking admission
to a major, must take all courses required
for that major for a letter grade.

- Courses in which you receive a grade of
  C-, D+, D, or D- earn credit toward
graduation, but cannot be used to satisfy a
major requirement or a general education
requirement, and cannot satisfy a
prerequisite for another course.

- The School of Engineering has different
  major declaration deadlines than the
UCSC Academic/Administrative calendar.
Our deadlines and process can be found
on: [http://ua.soe.ucsc.edu/declare](http://ua.soe.ucsc.edu/declare)

- Shaded boxes represent foundation
courses. Major qualification requirements
for this major can be found at:
[https://ua.soc.ucsc.edu/major-
qualification](https://ua.soc.ucsc.edu/major-qualification)

### Student Name:

### Staff Advisor:

### Faculty Advisor:

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