

WHAT CLASSES DO I TAKE IN FALL?

Frosh Course Recommendations for CS: Computer Game Design Majors

ALL CLASSES BEING USED FOR MAJOR REQUIREMENTS MUST BE TAKEN FOR LETTER GRADES.

First Class - Math Course

Three methods can be used to determine your first math class:

First Method of Math Placement: UCSC Math Department ALEKS Assessment

ALEKS assessment score	MP Tier	Enroll In
Below 60	100	MATH 2 *
60-69	200	MATH 3 *
70-74	300	MATH 3 * (do <u>NOT</u> enroll in Math 11A, AMS/Econ 11A)
75-84	400	MATH 19A (do <u>NOT</u> enroll in Math 11A, AMS/Econ 11A)
85-100	500	MATH 19A or 20A

*Use your ALEKS Learning Module and reassess before choosing your course.
After 5–10 hours study, some students may advance to calculus eligibility.

For more information about Math Placement and ALEKS please go to:

<https://mathcoach.sites.ucsc.edu/success/math-placement-tiers/>

OR

Second Method of Math Placement: AP Credit

Test	Score	Course to enroll in
Calculus AB (or AB subscore on BC Exam)	3	MATH 19A
	4 or 5	MATH 19B
Calculus BC	3	MATH 19B
	4 or 5	MATH 21 or AMS 10

OR

Third Method of Math Placement: College Credit

Information about course equivalency for most courses from California Community Colleges:

<http://www.assist.org/>

Show or turn in a transcript to BSOE Advising at orientation, or email unofficial transcript or grade report to advising@soe.ucsc.edu.

Second Class - Programming Course or Writing Course

If you have not yet satisfied ELWR, and have earned an AWPE score of 2E-5E, you are required to enroll in Writing 25 or 26** in your first quarter.

Otherwise, please see the back for programming course recommendations.

Third Class - COLLEGE 1: Your College Core Course**

** Please contact your **college advisor** if you have any questions regarding your writing placement, college core course, or general education requirements.

Programming Course Options

Three methods can be used to determine your first programming class:

First Method of Programming Placement: Math and Programming Preparation

CMPS 12A/L Eligibility Self-Assessment: <https://undergrad.soe.ucsc.edu/cms-12a-l-eligibility>

Programming Experience Level	Placement in MATH 2 or MATH 3	Placement in MATH 19A or above
No Programming Experience	CMPS 5J	CMPS 5J
Some Programming Experience	CMPS 5J ***	CMPS 12A/L

Second Method of Programming Placement: AP Credit

Based on Computer Science A Test Scores

Score	Recommended Course
3	CMPS 12A/L ***
4 or 5	CMPS 12B/M - If it has been a while since you completed Computer Science A, or your programming skills are rusty, you may want to consider enrolling in CMPS 12A/L.

Third Method of Programming Placement: College Credit

Information about course equivalency for most courses from California Community Colleges:

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*** CMPS 12A/L has a course prerequisite of eligibility to enroll in MATH 19A or higher, regardless of programming background.

Fall class full before you were able to enroll?

- Enroll in a backup class during your first enrollment appointment.
- Wait lists for Fall classes will be available **August 13th**.
Check your Enrollment Appointments in myUCSC for your wait list appointment time.
- For information about wait lists on classes with labs – like CMPS 12A/L and CMPS 12B/M - see:
<https://undergrad.soe.ucsc.edu/wait-list-info>

Baskin School of Engineering First Year Frosh Guide:

<https://undergrad.soe.ucsc.edu/first-years>