Prepare to Declare Computer Science: Computer Game Design!

**Propose!**

In order to declare the Computer Science: Computer Game Design major, your proposed major in myUCSC must be one of the following:

- Biomolecular Engineering and Bioinformatics
- Computer Engineering
- Computer Science: Computer Game Design
- Computer Science (BA or BS)
- Electrical Engineering
- Robotics Engineering
- Technology and Information Management

To change your proposed major to a School of Engineering major please visit: http://tinyurl.com/proposedbsoe

**Take classes your first year!**

Within your first 3 quarters at UCSC you **MUST** pass MATH 19A or MATH 20A **AND 2** courses from the following list*:

- CHEM 1A - General Chemistry
- CHEM 1B - General Chemistry
- CSE 12 - Computer Systems & Assembly Language
- CSE 13E - Embedded Systems & C Programming OR CSE13S Computer Systems & C Programming
- CSE 16 - Discrete Math
- CSE 30 - Programming Abstractions in Python
- CSE 50 - Business Information Systems
- CSE 58 - Systems Analysis & Design
- MATH 19B - Calculus
- MATH 20B - Honors Calculus
- PHYS 5A - Intro to Physics I
- PHYS 5C - Intro to Physics III

Make sure to take all classes you are using for major requirements for a letter grade!

**Qualify!**

Complete **all** of the major qualification courses no later than the end of your **5th quarter** at UCSC to declare.

- **Major Qualification Courses:**
  - MATH 19A or MATH 20A
  - CSE 30
  - CSE 12/L
  - CSE 13S or CSE 13E
  - CSE 16

Have no more than 7 credits of non-passing (below C) grade in major qualification courses. Repeating a class replaces the grade in your GPA but will still count toward the non-passing grade total.

Earn at least a **2.8 GPA** in the major qualification courses. That's just above a B- average!

**Declare!**

Declare your major no later than your **6th quarter** at UCSC.

Visit https://undergrad.soe.ucsc.edu/declare-your-major to see the steps to the major declaration process.

Baskin School of Engineering declaration processes require an **early start**! Be sure to visit the website and start the declaration process within the **first 2 weeks** of the quarter you are declaring! **Don't wait for the deadline!**

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*These major qualification requirements are intended for students entering UCSC as a first-time frosh student in 2020-21. Students admitted to UCSC as a transfer student must be admitted to the major at the time of admission to UCSC.*

*Bolded courses are required courses for the Computer Science: Computer Game Design major. Only one of MATH 19B or MATH 20B is required.*