NAME:

DATE:

B.S. COMPUTER SCIENCE - CSGP (GAME PROGRAMMING) (CIP 11.0701) **English Composition Placement: Mathematics Placement:** ADJUNCT......6 Crs MAJOR.....42 Crs \*Game Programming Electives Computer Science......27 Crs See current Bulletin for Criteria, and Intro to Linear Algebra ACT ENGL score 21 or above Must choose three with at least one from each pool. SATR-EBRW score 500 or above Intro to Programming I see Academic Progress Report/U-Achieve MATH A200 3 Register for ENGL-T122 for LUPL scores. Cosc A211 3 Choose one from the following: ACT ENGL score 20 or below Intro to Programming II MATH A204. Discrete Math Structures Register MathA257/Calculus I Artistic Pool SATR-EBRW score 499 or below Register MathA118/Pre-Calculus Cosc A212 3 MATH A258, Calculus II (3 crs w/1 cr to GE) Game as Art: CMMN O202 Register for ENGL-A100 Register MathA110 & A111 Object-Oriented Programming MATH A260, Statistical Inference Media Play: CMMN X237 Cosc A217\_\_\_\_\_3\_\_\_\_3 MATH A271, Applied Scientific Computing Interactive Design: DSGN M276 **LOYOLA CORE - 40 Credits** PHIL A206, Intro to Symbolic Logic Intro to Computer Graphics Doing Things w/Videogames: ENGLA222 Cosc A280\_\_\_\_\_\_3\_\_\_\_ Videogames & Literature: ENGL N205 FOUNDATION COURSES Crs/Grade GENERAL ELECTIVES......32 Crs Computer Organization Digital Audio Production: MUGN M225 Cosc A315\_\_\_\_\_\_3\_\_\_\_ First-Year Seminar T121 3 (Any one Visual Arts): VISA A### ENGLT122: Critical Reading & Writing \_\_\_\_\_\_3\_\_\_\_ Data Structures Cosc A317 3 MATHA257: Calculus I \_\_\_\_\_\_4\_\_\_\_ Technical Pool Internet Technologies: COSC A319 SCIET129: Investigating Nature\_\_\_\_\_\_3\_\_\_\_ Languages and Paradigms Cosc A361 Artificial Intelligence: COSC A405 Computer Graphics: COSC A425 KNOWLEDGE-VALUE COURSES Operating Systems Cosc A365 Computational Math: MATH A375 Creative Arts and Cultures 3 Classical Mechanics: PHYS A340 Software Engineering Cosc A451\_\_\_\_\_\_3\_\_\_\_ Physics of Sound: PHYS Y231 Hist I 3 Hist II \_\_\_\_\_\_\_ 3\_\_\_\_\_ Game Programming Electives\*.....9 crs Lovola Core......40 crs Phil I: Reasoning \_\_\_\_\_\_3\_\_\_ Major......42 crs Phil II: Knowledge & Morality\_\_\_\_\_\_3\_\_\_\_ \_\_\_\_\_3\_\_\_\_ Adjuncts......6 crs Rels I: Christian Traditions 3 General Elective......32 crs Rels II: World Religions \_\_\_\_\_\_ 3 Total......120 crs Practical Experience......6 Crs GPA: Must achieve 2.0 in Major, Minor Internship I \_\_\_\_\_\_3\_\_ (if declared), & Loyola Cumulative Social Science \_\_\_\_\_\_3\_\_\_\_ Loyola Core requirements are governed Capstone Project\_\_\_\_\_\_3 Scie II: \_\_(Fulfilled in Adjuncts)\_\_\_\_\_\_0\_N/A\_\_ by the catalog year that a student is Writing About Literature \_\_\_\_\_\_3\_\_\_ admitted. See Bulletin/Bulletin Archives. Use your Academic Progress Report (LORA > Student Records Menu > Courses used in the major cannot also be Acadmic Progress Report) to keep this document up to date. used to satisfy requirements for a minor: See your Academic Progress Report for your requirements, options, & degree-Non-major courses WILL be applied to progress. See the Bulletin for course-descriptions. See LORA for courseminors as appropriate. availability by Semester.