

**UCSC Baskin School of Engineering
Computer Science BS:
Computer Game Design
Curriculum Chart
2006-2007**

MATH & PHYSICS

• AMS 3 or Math 3
or Math placement
MATH 19A or 20A
Calculus

• Math 19A
MATH 19B or 20B
Calculus

• Math 19B or Math 23A
AMS 27/L
Engineering Math
OR
MATH 21
Linear Algebra

• Math 19A placement or
AMS 3 or Math 3 or 11A
CMPE 16 or 16H
Discrete Math

• Math 19A (co-requisite)
PHYS 5A/L or 6A/L
Intro to Physics 1

**COMPUTATIONAL
FOUNDATIONS**

• Math 19A placement or
AMS 3 or Math 3 or 11A
CMPS 12A/L
Intro to Programming

• CMPS 12A/L
CMPS 12B/M
Data Structures

-OR-

CMPS 13H/L
Replaces both CMPS 12A/L
and CMPS 12B/M

• CMPS 12A/L or
experience
CMPE 12/L
Computer Systems &
Assembly Language

• CMPS 12B/M, CMPE 16,
Math 19B, # Math (see
below)
CMPS 101
Abstract Data Types

• CMPS 101
CMPS 109
Advanced Programming

Honors project lab
(substitute for CS 12L/M)

GAME DESIGN

CMPS 20
Game Design
Experience

CMPS 170
Game Design Studio I

CMPS 171
Game Design Studio II

CMPS 172
Game Design Studio III

**GAME
ENGINEERING
ELECTIVES ***

CGE Elective I

CGE Elective II

CGE Elective III

CGE Elective IV

CGE Elective V

**ART AND SOCIAL
FOUNDATIONS ***

*Ethics Requirement AND 3 of the
following electives*

ETHICS REQUIREMENT

ART ELECTIVE

FILM ELECTIVE

MUSIC ELECTIVE

ECONOMICS ELECTIVE

THEATER ELECTIVE

**DIGITAL MEDIA
ELECTIVES ***

DM Elective I

DM Elective II

Exit Requirement – Students have two options:

1. Receiving a passing grade in all three Game Design Studio courses
2. Submit a Senior Thesis

• = Course Prerequisite

Shaded boxes represent foundation courses

* = All elective course lists are on the back

= Any 5-unit math course numbered in the 20s

Fall ____	Winter ____	Spring ____	Summer ____

Fall ____	Winter ____	Spring ____	Summer ____

Fall ____	Winter ____	Spring ____	Summer ____

Fall ____	Winter ____	Spring ____	Summer ____

Ethics Requirement

CMPE 80E
PHIL 22
PHIL 24
PHIL 28
BME 80G

Art Electives

ART 10G
ART 10H
ART 80A
ART 80F

Film Electives

FILM 20A
FILM 20C
FILM 20P

Music Electives

MUSC 11A
MUSC 11B
MUSC 11C
MUSC 11D
MUSC 80C
MUSC 80L
MUSC 80M
MUSC 80R

CGE Electives

AMS

AMS 131
AMS 147
AMS 162

CMPE

CMPE 110
CMPE 113
CMPE 117/L
CMPE 118/L
CMPE 150
CMPE 152
CMPE 163/L

CMPS

CMPS 102
CMPS 105
CMPS 111
CMPS 128
CMPS 130
CMPS 140
CMPS 146
CMPS 160/L
CMPS 161/L
CMPS 164/L
CMPS 180
CMPS 181
CMPS 183

Theater Electives

THEA 10
THEA 18
THEA 19
THEA 20
THEA 30
THEA 40
THEA 80E
THEA 80L

Economics Electives

ECON 1
ECON 2
ECON 80H

DM Electives

FILM 170A
FILM 177
FILM 171D
ART 118
THEA 157
Any DANM course
(requires approval of
instructor)

Please note that some Digital Media and Computer Game electives may have pre-requisites that are not already satisfied by courses required in the CS Game Design major.

STUDENT'S NAME:

STAFF ADVISOR:

FACULTY ADVISOR: