

Computer Science: Gaming Technology: 2014-2016 CATALOG

Name _____ Date _____

Home Address _____ E-mail _____

Sul Ross Address _____ Local Phone _____

Minor _____ Goal _____

TASP Status _____ Proposed Graduation _____ ID _____

CORE CURRICULUM (42 Hours)

Communication (9)	ENG 1301	3	Language, Culture, & Philosophy (6) Pick one: ENG 2301,2302,2315,2322		3
	ENG 1302	3			
	COMM 1310	3			
Mathematics (3) MATH 1315 ,1342		3	Pick one: HIST 2301,2302; MAS 2301; PS 2307; WS 2301; SPAN/FREN 1401; PHIL 1301; ANTH 1301		3
Life and Physical Sciences (6) ASTR 1401,1402; BIOL 1401,1402; CHEM,GEOL, PHYS 1401	† BIOL 1402	3	Political Science (6)	PS 2305	3
	‡	3		PS 2306	3
Social & Behavioral Sciences(3) ECON 2300,2305; GEOG 1302,2302; PSY 1302; SOC 2303		3	American History (6)	HIST 1301	3
				HIST 1302	3
Creative Arts (3) FA 1301; ART 1301; MUS 1312, 1313; THEA 1301		3			

ADDITIONAL REQUIREMENTS FOR BACHELOR OF SCIENCE (9 Hours)

Lab from above †		1	Lab from above ‡		1
Additional Science with lab	BIOL 2402	3			
Lab		1	Additional Mathematics		3

MAJOR (49 Hours, 21 Advanced)

Intro Programming Logic	CS 1320	3	Intro to Game Programming	CSAT 2315	3
Begin. Obj-Orient. Program.	CS 1321	3	Gaming & Script Program	CSAT 3120	1
Data Structures & Algorithms	CS 2320	3	Gaming & Scriptwriting	CSAT 3320	3
Object-Oriented Program.	CS 3320	3	Animation Programming	CSAT 3130	1
			Intro to Animation	CSAT 3330	3
Computer Graphics Program.	CSAT 2110	1	User-driven Design Program.	CSAT 3160	1
Intro to Digital Imaging	CSAT 2310	3	Non-narrative Design	CSAT 3360	3
Basic Television Technology	CSAT 2306	3	Select 6 hrs from CSAT 3341,		3
Intro to Game Design	CSAT 2309	3	3342, 3345, 3350, or 3351		3
3-D Design	CSAT 2312	3	Senior Capstone	CSAT 4310	3

MINOR: (Hours, Hours Advanced Minimum)

ELECTIVES (Hours must total at least 120 hours, with at least 36 hours advanced)

Approved, Major Adviser

Date

Approved, Department Chair

Date

Approved, Dean of Arts & Sciences

Date