

# AS-T Computer Science to B.S. Computer Science: Game Development Concentration 2024-2025

This pathway is for students who completed an AS-T in Computer Science and sent degree verification to CSUMB.

Fall Junior Courses (15 units total)	Course or GE Title	Unit s	GE/Major
<b>CST 300</b>	Major Pro-Seminar	4	GWAR, Major Core
<b>CST 338</b>	Software Design	4	Major Core
<b>CST 325</b>	Graphics Programming	4	Concentration #1
<b>US History course such as CST 274</b>	CSU American Institutions requirement if not completed prior to transfer	3	US1
Spring Junior Courses (15 units total)	Course or GE Title	Unit s	GE/Major
<b>CST 370</b>	Design & Analysis of Algorithms	4	Major Core
<b>CST 205 or 311 or 336 or 363 or CST 380 (Spring only) or 383</b>	CS elective not counted elsewhere. CS course not part of concentration	4	CS Elective #1
<b>CST 326 (Spring only)</b>	Game Development	4	Concentration #2
<b>SPAN 340 or 350 or JAPN 340 or 350</b> (Students who completed a language course other than English prior to transfer, may take any UDC course)	Upper-Division C: Integrated Arts & Humanities/World Language and Culture Requirement	3	UDC, WCL
Fall Senior Courses (16 units total)	Course or GE Title	Unit s	GE/Major
<b>CST 334</b>	Operating Systems	4	Major Core
<b>CST 205 or 311 or 312 (Fall only) or 336 or 363 or 383 or 463 (Fall only)</b>	CS elective not counted elsewhere. CS course not part of concentration	4	CS Elective #2
<b>CST 438</b>	Software Engineering	4	Concentration #3
<b>CST 205 or 311 or 312 (Fall only) or 336 or 363 or 383 or 463 (Fall only)</b>	CS elective not counted elsewhere. CS course not part of concentration	4	CS Elective #3
Spring Senior Courses (14 units total)	Course or GE Title	Unit s	GE/Major
<b>CST 499</b>	Computer Science Capstone	4	Major Core
<b>CST 329 or any UDB</b>	Reasoning with Logic	3	UDB, GE
<b>CST 462S</b>	Race, Gender, Class in the Digital World	3	Major Core, UDSL, UDD, GE, ES*
<b>SL 210S or HCOM 260S or SBS 212S</b>	CSU American Institutions requirement if not completed prior to transfer	3	US2,3
<b>Free elective if needed</b>	Elective if needed to reach 120 units	1	Elective if needed
<b>Total Game Development Transfer:</b>		<b>60</b>	

\*Transfer students with catalog rights to a GE catalog prior to fall 2021 must complete CSUMB's Ethnic Studies (ES) requirement.