

AS-T Computer Science to B.S. Computer Science: Game Development Concentration 2026-2027

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

| Fall Junior Courses (16 units) | Course or GE Title | Units | GE/Major |
|---|--|-----------|----------------------------|
| CST 300 | Graduate Writing Assessment | 3 | GWAR, Major Core |
| CST 349 | Major Pro Seminar | 2 | Major Core |
| CST 338 | Software Design | 4 | Major Core |
| CST 325 | Graphics Programming | 4 | Concentration #1 |
| US History course such as CST 274 | CSU American Institutions requirement if not completed prior to transfer | 3 | US1 |
| Spring Junior Courses (15 units) | Course or GE Title | Units | GE/Major |
| CST 370 | Design & Analysis of Algorithms | 4 | Major Core |
| CST 326 (Spring only) | Game Development | 4 | Concentration #2 |
| CST 205 or 311 or 315 or 336 or 363 or 380 (Spring only) or CST 383 or CST 438 | CS elective not counted elsewhere. CS course not part of concentration | 4 | CS Elective #1 |
| CST 329 or any UD2/UD5 | UD2/UD5: Mathematical Concepts/Quantitative Reasoning | 3 | UD2/UD5 GE |
| Fall Senior Courses (15 units) | Course or GE Title | Units | GE/Major |
| CST 334 | Operating Systems | 4 | Major Core |
| CST 426 (Fall Only) or CST 438 | Advanced Game Development or Software Engineering | 4 | Concentration #3 |
| CST 205 or 311 or 315 or 325 or 336 or 363 or CST 383 or CST 438 | CS elective not counted elsewhere. CS course not part of concentration | 4 | CS Elective #2 |
| SL 210S or HCOM 260S or SBS 212S | CSU American Institutions requirement if not completed prior to transfer | 3 | US2,3 |
| Spring Senior Courses (14 units) | Course or GE Title | Units | GE/Major |
| CST 499 | Computer Science Capstone | 4 | Major Core |
| CST 462S | Race, Gender, Class, in the Digital World | 3 | Upper Div Service Learning |
| CST 205 or 311 or 315 or 336 or 363 or 380 (Spring only) or CST 383 or CST 438 | CS elective not counted elsewhere. CS course not part of concentration | 4 | CS Elective #3 |
| SPAN 350 or JAPN 350 (Students who completed a language course other than English prior to transfer, may take any UDC course) | UD3: Arts & Humanities/World Language and Culture Requirement | 3 | UD3, WCL |
| Total Software Engineering Transfer: | | 60 | |