

Computer Science: Game Development

2-Year Transfer Pathway

This pathway assumes that students completed an AS-T in Computer Science, or all of the following: Problem Solving and Programming (CST 231), Data Structures (CST 238), Computer Architecture/Organization (CST 237), Discrete Structures (Math170), Calculus I (Math 150), and CSU American Institutions and lower-division GE requirements.

Fall Junior Courses (16 units total)	Course or GE Title	Units	GE/Major
CST 300	Major ProSeminar	4	GWAR, Core
CST 338	Software Design	4	Core
CST 325	Graphics Programming	4	Conc #1
MATH 270 or MATH151	Mathematics of Computing or Calculus II	4	Core
Spring Junior Courses (15 units total)	Course or GE Title	Units	GE/Major
CST 370	Design & Analysis of Algorithms	4	Core
CST 205, 311, 336, 363, 383 or 438	CS elective not counted elsewhere	4	CS Elective #1
CST 205, 311, 336, 363, 383 or 438	CS elective not counted elsewhere	4	CS Elective #2
SPAN 340 or 350 or JAPN 340 or 350	Upper-division humanities/world language	3	UDC WCL
Fall Senior Courses (16 units total)	Course or GE Title	Units	GE/Major
CST 334	Operating Systems	4	Core
CST 326 (fall only)	Game Development	4	Conc #2
CST 426 (fall only)	Advanced Game Development	4	Conc #3
CST 205, 311, 336, 363, 383 or 438	CS elective not counted elsewhere	4	CS Elective #3
Spring Senior Courses (13 units total)	Course or GE Title	Units	GE/Major
CST 499	Computer Science Capstone	4	Core
CST 329 or any UDB	Reasoning with Logic	3	UDB
CST 462s	Race, Gender, Class in the Digital World	3	Core, UDSL, UDD, ES
Free elective or missing GE	Free elective or missing GE	3	Free elective
Total Game Development Transfer:		60	