Computer Science, BS - Game Development Concentration 2-Year Pathway 2025/26 - 2029/30

*The purple courses are offered once a year only!

Fall Junior Courses Course Prefix and Number	Course Title Abbreviate Course Title	Units	Requirement Met GE/UR/Major
CST300	Graduate Writing Assessment for Computing and Design	3	GWAR
CST338	Software Design	4	Major
CST349	Computer Science Proseminar	2	Major
CST325	Graphics Programming	4	Conc 1
MATH270 or Elective		4	Major or Elective
Spring Junior Courses Course Prefix and Number	Course Title Abbreviate Course Title	Units	Requirement Met GE/UR/Major
CST370	Design and Analysis of Algorithms	4	Major
CST326 (Spring only)	Game Development	4	Conc 2
Major Elective		4	Major Elec 1
Major Elective		4	Major Elec 2
Fall Senior Courses Course Prefix and Number	Course Title Abbreviate Course Title	Units	Requirement Met GE/UR/Major
CST329	Reasoning with Logic	3	GE UD 2
CST334	Operating Systems	4	Major
CST426 (Fall only) or CST438	Advanced Game Dev or Software Engineering	4	Conc 3
Any approved course	Software Engineering or an Elective	4	Major Elec 3
Spring Senior Courses Course Prefix and Number	Course Title Abbreviate Course Title	Units	Requirement Met GE/UR/Major
CST462s	Race, Gender, Class in the Digital World	3	GE UD 4 & UDSL
CST499	Computer Science Capstone	4	Major
Any approved course	E.g., SPAN350, JAPN350	3	GE UD 3 & WLC
Any approved course	E.g., Any approved US 2&3 course if not completed at a community college	3	US 2&3 or elective
Any approved course	E.g.,CST274 if American Institutions requirement has not been me	2 or 3	Elective or use toward US 1 or 2