GEORGE MASON UNIVERSITY
The Volgenau School of Engineering
B.S. DEGREE IN APPLIED COMPUTER SCIENCE
Computer Game Design Concentration
(4300 Nguyen Engineering, 703-993-1530)
http://cs.gmu.edu/programs/undergraduate/
2013-2014 CATALOG

	Department(s) & Course #(s)	Completed/ Grade(s)	Needed

GENERAL EDUCATION REQUIREMENTS (21)

a. Composition: English 101 (100), 302 (C or better) (3,3)
b. Communication 100 (3)
c. Quantitative Reasoning (satisfied by completion of major requirements)
d. Literature (3)
e. Arts (satisfied by completion of major requirements)
f. Western Civilization (HIST 100, 125, or acceptable transfer course) (3)
g. Social & Behavioral Science (3)
h. Natural Science (satisfied by completion of major requirements)
i. Global Understanding (3)
j. Information Technology (satisfied by completion of major requirements)
k. Synthesis (satisfied by completion of major requirements)

Go to: http://catalog.gmu.edu/ to link to information on gen. ed. requirements.

MAJOR REQUIREMENTS (96 hours required)

a. CS 101, 105 (2,1)
b. CS 112, 211 (4,3)
c. CS 262, 310 (1,3)
d. CS 330, 367 (3,3)
e. CS 321, 465 (3,3)
f. CS 483, ECE 301 (3,3)
g. One CS course numbered above 400 CS _____
h. Fourteen hours of Mathematics course work (14)
   1. MATH 113, 114 (4,4)
   2. MATH 203, 125 (3,3)

COMPUTER GAME DESIGN CONCENTRATION

a. CS 225, 325 (3,3)
b. CS 351, AVT 104 (3,4)
c. CS 306, STAT 344 (3,3)
d. CS 451 (3)
e. CS 425, 426 (3,3)
f. AVT 382, 383 (4,4)
g. One approved elective related to game design chosen from the following (List course) (3):
   CS 332, CS 455, CS 475, CS 480, CS 485, SWE 432, GAME 332, AVT 370, AVT 374, AVT 487
   _____
h. PHYS 160/161 and one other Natural Science with lab (3/1, 3/1) _____

GENERAL ELECTIVES (List courses)

MINIMUM HOURS TO GRADUATE: 120

UPPER DIVISION HOURS (minimum 45):

This planning form is intended to be used in consultation with your academic advisor and reflects the requirements for the 2013-2014 Catalog; the University Catalog is the official reference for program requirements.