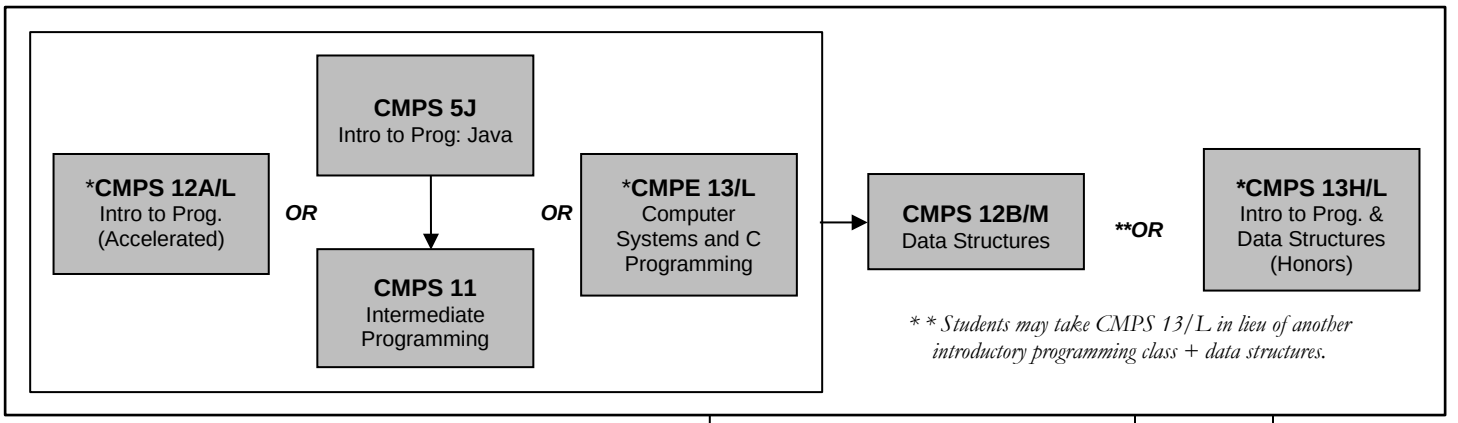
Computer Game Design B.S. Degree
2018-19 Curriculum Chart



MATH 19A or 20A
Calculus I

MATH 19B or 20B
Calculus II

***AMS 10**
Engr Math Methods I
or
***MATH 21**
Linear Algebra

CMPS 109
Advanced Programming

***CMPE 16**
Discrete Math

- CMPS 12B/M or CMPS 13H/L, CMPE 16, Math 19B, **plus one from the following:** AMS 10, Math 21, 22, 23A, AMS 131

***CMPS 101**
Abstract Data Types

- Students must complete ARTG 80I or ARTG 80H or ARTG 80G, CMPM 80K, CMPS 12B/M, FILM 80V and students must be concurrently enrolled in **both** courses below

CMPM 120
Game Development Experience

AND

ARTG 120
Game Design Experience

***CMPE 12/L**
Computer Systems & Assembly Language

Games and Playable Media Foundations

ARTG 80H
History of Digital Games

FILM 80V
Video Games as Visual Culture

Arts Foundations

ARTG 80G
Visual Communication and Interaction Design

Game Design and Development

CMPM 80K
Foundations of Video Game Design

***CMPM 176**
Systems Design

Computer Game Engineering Electives●

CGE ELECTIVE
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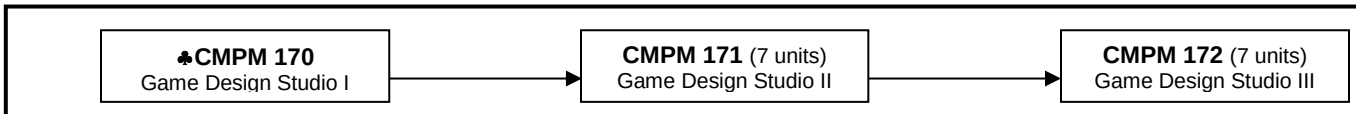
● Computer Game Engineering list of courses are on the back of this chart



- Completion of Game Design Studio courses satisfies the exit requirement.
- Completion of CMPM 170 satisfies disciplinary communication requirement.

♣ *Students must complete CMPM 120, ARTG 120, CMPS 109, and CMPM 80K*

Notes:
* Check catalog/SOE course descriptions for additional prerequisites.

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Fall _____	Winter _____	Spring _____	Summer _____

Fall _____	Winter _____	Spring _____	Summer _____

Fall _____	Winter _____	Spring _____	Summer _____

Fall _____	Winter _____	Spring _____	Summer _____

Computer Game Engineering Electives

CMPE:
CMPE 110
CMPE 113
CMPE 118/L
CMPE 150/L

CMPM:
CMPM 131
CMPM 146
CMPM 147
CMPM 148
CMPM 150**$**
CMPM 151
CMPM 163
CMPM 164/L
CMPM 177**$**
CMPM 178
CMPM 179♪

CMPS:
CMPS 102
CMPS 104A
CMPS 104B
CMPS 105
CMPS 111
CMPS 112
CMPS 115
CMPS 116
CMPS 117
CMPS 119
CMPS 121
CMPS 122
CMPS 128
CMPS 129
CMPS 130**$**
CMPS 132**$**
CMPS 140
CMPS 142
CMPS 143
CMPS 160/L
CMPS 161/L
CMPS 162/L
CMPS 165
CMPS 166A**$**
CMPS 180
CMPS 181
CMPS 183
CMPS 184

Computer Game Engineering Elective Notes

$ No more than two of the five courses marked with the $ can count towards Computer Game Engineering Electives (CGEs). The majority of these Computer Game Engineering electives are technical practice electives which focus on the development and analysis of computational systems (the "programming" part of game creation).
♪ Can be repeated, but may only satisfy an elective once.
Please note that some Computer Game Engineering electives may have pre-requisites that are not already satisfied by courses required in the major.

Notes:

- All students admitted to a School of Engineering major, or seeking admission to a major, must take all courses required for that major for a letter grade.
- Courses in which you receive a grade of C-, D+, D, or D- earn credit toward graduation, but cannot be used to satisfy a major requirement or a general education requirement, and cannot satisfy a prerequisite for another course.
- The School of Engineering has different major declaration deadlines than the UCSC Academic/Administrative calendar. Our deadlines and process can be found on: **https://undergrad.soe.ucsc.edu/declare-your-major**
- Shaded boxes represent foundation courses. Major qualification requirements for this major can be found at: **https://undergrad.soe.ucsc.edu/bsoe-major-qualification-requirements**

Student Name:

Staff Advisor:

Faculty Advisor: