

Curriculum Guide for Game and Application Development Major

red star indicates a course that satisfies both GE and Major



red = General education requirement

black = major requirement

blue = elective

Even  
fall  
start

Fall 1	Spring 1	Fall 2	Spring 2	Fall 3	Spring 3	Fall 4	Spring 4
CSCI 101 Intro to Op Systems	CSCI 102 Intro to Comp Systems	Calculus 1	Calculus 2	Game Development 1	Game Development 2	Capstone	Internship
CSCI 105 Intro to Programming I	CSCI 106 Intro to Programming II	Physics 1	Physics 2	Modeling	User Interface	Mass Media and Multi Media Law	Industrial Gaming
ICON	Rhetoric and Research	Game Theory	Statistics	Networking/TCIPI 1	Data Structures and Data Bases	Creative Arts	Theology
Composition & Rhetoric	3/D Composition	Franciscan Tradition	Social Justice	Caring for Nature	Literature	Philosophy	Elective
2/D composition	Intro to 3/D animation	Public Communication	Health and Wellness	History	Behavioral/Social Science	Elective	Elective
15	15	16	16	15	15	15	14-15

Odd  
fall  
start

Fall 1	Spring 1	Fall 2	Spring 2	Fall 3	Spring 3	Fall 4	Spring 4
CSCI 101 Intro to Op Systems	CSCI 102 Intro to Comp Systems						
CSCI 105 Intro to Programming I	CSCI 106 Intro to Programming II						
ICON	Rhetoric and Research						
Composition & Rhetoric	3/D Composition						
2/D composition	Intro to 3/D animation						
15	15	16	16	15	15	15	14-15

