## ACADEMIC PLANNING: Game & Application Development – 4 YEAR PLAN

### Fall 12-18 credit hours (placements if needed)
- CSCI 102 Introduction to Computer Systems
- CSCI 105 Introduction to Programming I
- Public Communications
- FYS 100/FYS 101
- Composition & Rhetoric

### Spring 12-18 credit hours (placements if needed)
- CSCI 110 Introduction to Operating Systems
- CSCI 106 Introduction to Programming II
- Health and Wellness
- Literature
- Rhetoric and Research

### 15 semester credit hours

### Fall 12-18 credit hours
- MATH 223 Calculus 1
- SCIE 257 Physics 1
- CSCI 220 Web Programming
- Franciscan Tradition
- Elective

### Spring 12-18 credit hours
- MATH 345 Discrete Math
- SCIE 258 Physics 2
- MATH 302 Statistics
- CSCI 230 Game Engine Programming
- Elective

### 17 credit hours (46-47 credit hours total)

### Fall 12-18 credit hours
- CSCI 305 Game Development 1
- CSCI 310 Networking/TCPIP 1
- CSCI 275 Game Theory
- Care for Creation
- History

### Spring 12-18 credit hours
- CSCI 306 Game Development 2
- CSCI 340 User Interface
- CSCI 390 Ethics and Data Privacy
- Creative Arts
- Social Sciences

### 15 credit hours (76-77 credit hours total)

### Fall 12-18 credit hours
- CSCI 480 Capstone
- CSCI 360 Database Concepts
- COMM 450 Mass Media and Multi Media Law
- Philosophy
- Elective

### Spring 12-18 credit hours
- CSCI 490 Internship
- Social Justice
- Theology
- Elective

### 15 credit hours (106-107 credit hours total)

San Damiano General Education (GE) courses are offered within distributions and are approved by the university's Curriculum Council. Please see your Academic advisor for additional information.

Please note: This schedule is subject to change based on course offerings and curriculum developments that may occur throughout the 2018-2019 academic year.