Computer Game Design B.S. Degree
2022-2023 Curriculum Chart

MATH 19A or 20A
Calculus I

MATH 19B or 20B
Calculus II

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

***CSE 16**
Discrete Math

CSE 20
Beginning Programming Python

CSE 30
Programming Abstractions: Python

CSE 12
Computer Systems & Assembly Language

CSE 13S or **ECE 13**
Computer Systems and C Programming

***CSE 101**
Intro to Data Structures and Algorithms

***CSE 111**
Advanced Programming

Game Design and Development

CMPM 80K
Foundations of Video Game Design

***CMPM 176**
Game Systems

Games and Playable Media Foundations

ARTG 80G
Visual Communication and Interaction Design

FILM 80V
Video Games as Visual Culture

- CMPM 80K; and FILM 80V; and CSE 15/L or CSE 30 or CMPM 35; and ARTG 80G or ARTG 80H or ARTG 80I; and concurrent enrollment in ARTG 120

CMPM 120
Game Development Experience

AND

ARTG 120
Game Design Experience

Computer Game Engineering Electives ►

CGE ELECTIVE _____

CGE ELECTIVE _____

CGE ELECTIVE _____

CGE ELECTIVE _____

CGE ELECTIVE _____

► A list of Computer Game Engineering Elective courses can be found on the BE undergraduate advising website.

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

CMPM 170♣
Game Design Studio I

→

CMPM 171♦ (7 units)
Game Design Studio II

→

CMPM 172 (7 units)
Game Design Studio III

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

♣ Students must complete CMPM 120, ARTG 120 and CSE 111 prior to enrolling in CMPM 170

♦ Students must complete CMPM 170, CMPM 176, and one CGE Elective prior to enrolling in CMPM 171

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Fall _____	Winter _____	Spring _____	Summer _____

Fall _____	Winter _____	Spring _____	Summer _____

Fall _____	Winter _____	Spring _____	Summer _____

Fall _____	Winter _____	Spring _____	Summer _____

Notes:

- All students admitted to a Baskin 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.
- Baskin 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: