

Propose!

In order to declare the **Computer Science: Computer Game Design** major, your proposed major in myUCSC must be one of the following:

- Biomolecular Engineering and Bioinformatics
- Computer Engineering
- Computer Science: Computer Game Design
- Computer Science (BA or BS)
- Electrical Engineering
- Robotics Engineering
- Technology and Information Management

To change your proposed major to a School of Engineering major please visit:

<http://tinyurl.com/proposedbsoe>

Take classes your first year!

Within your first 3 quarters at UCSC you **MUST** pass MATH 19A or MATH 20A **AND 2** courses from the following list*:

- CHEM 1A - General Chemistry
- CHEM 1B - General Chemistry
- **CSE 12 - Computer Systems & Assembly Language**
- **CSE 13E - Embedded Systems & C Programming OR CSE13S Computer Systems & C Programming**
- **CSE 16 - Discrete Math**
- **CSE 30 - Programming Abstractions in Python**
- CSE 50 - Business Information Systems
- CSE 58 - Systems Analysis & Design
- **MATH 19B - Calculus**
- **MATH 20B - Honors Calculus**
- PHYS 5A - Intro to Physics I
- PHYS 5C - Intro to Physics III

Make sure to take all classes you are using for major requirements for a letter grade!

Qualify!

Complete **all** of the major qualification courses no later than the end of your **5th quarter** at UCSC to declare.

- **Major Qualification Courses:**
MATH 19A or MATH 20A
CSE 30
CSE 12/L
CSE 13S or CSE 13E
CSE 16

Have no more than 7 credits of non-passing (below C) grade in major qualification courses. Repeating a class replaces the grade in your GPA but will still count toward the non-passing grade total.

Earn at least a **2.8 GPA** in the major qualification courses. That's just above a B- average!

Declare!

Declare your major no later than your 6th quarter at UCSC.

Visit <https://undergrad.soe.ucsc.edu/declare-your-major> to see the steps to the major declaration process.

Baskin School of Engineering declaration processes require an early start! Be sure to visit the website and start the declaration process within the **first 2 weeks** of the quarter you are declaring!
Don't wait for the deadline!

undergrad.soe.ucsc.edu * bsoeadvising@ucsc.edu * 9/18/2020

These major qualification requirements are intended for students entering UCSC as a first-time frosh student in 2020-21. Students admitted to UCSC as a transfer student must be admitted to the major at the time of admission to UCSC.

**Bolted courses are required courses for the Computer Science: Computer Game Design major. Only one of MATH 19B or MATH 20B is required.*