

Propose!

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

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

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
- **CMPE 12 - Computer Systems & Assembly Language**
- **CMPE 13 - Computer Systems & C Programming**
- **CMPE 16 - Discrete Math**
- **CMPS 11 - Intermediate Programming**
- **CMPS 12A - Introduction to Programming**
- **CMPS 12B - Data Structures**
- **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, MATH 19B, CMPS 12A/L (or CMPS 5J and 11 or CMPE 13/L), CMPS 12B/M and CMPE 16

Have no more than one 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.

Deadlines are different within the Baskin School of Engineering! Be sure to visit the website and start the declaration process within the first 2 weeks of the quarter you are declaring!

undergrad.soe.ucsc.edu * advising@soe.ucsc.edu * (831) 459-5840 * 7/2/18

These major qualification requirements are intended for students entering UCSC as a first-time frosh student in 2018-19. Students admitted to UCSC as a transfer student must be admitted to the major at the time of admission to UCSC.

**Bolded courses are required courses for the Computer Science: Computer Game Design major. Only one of CMPS 12A, CMPS 11, or CMPE 13 and one of MATH 19B or 20B are required.*