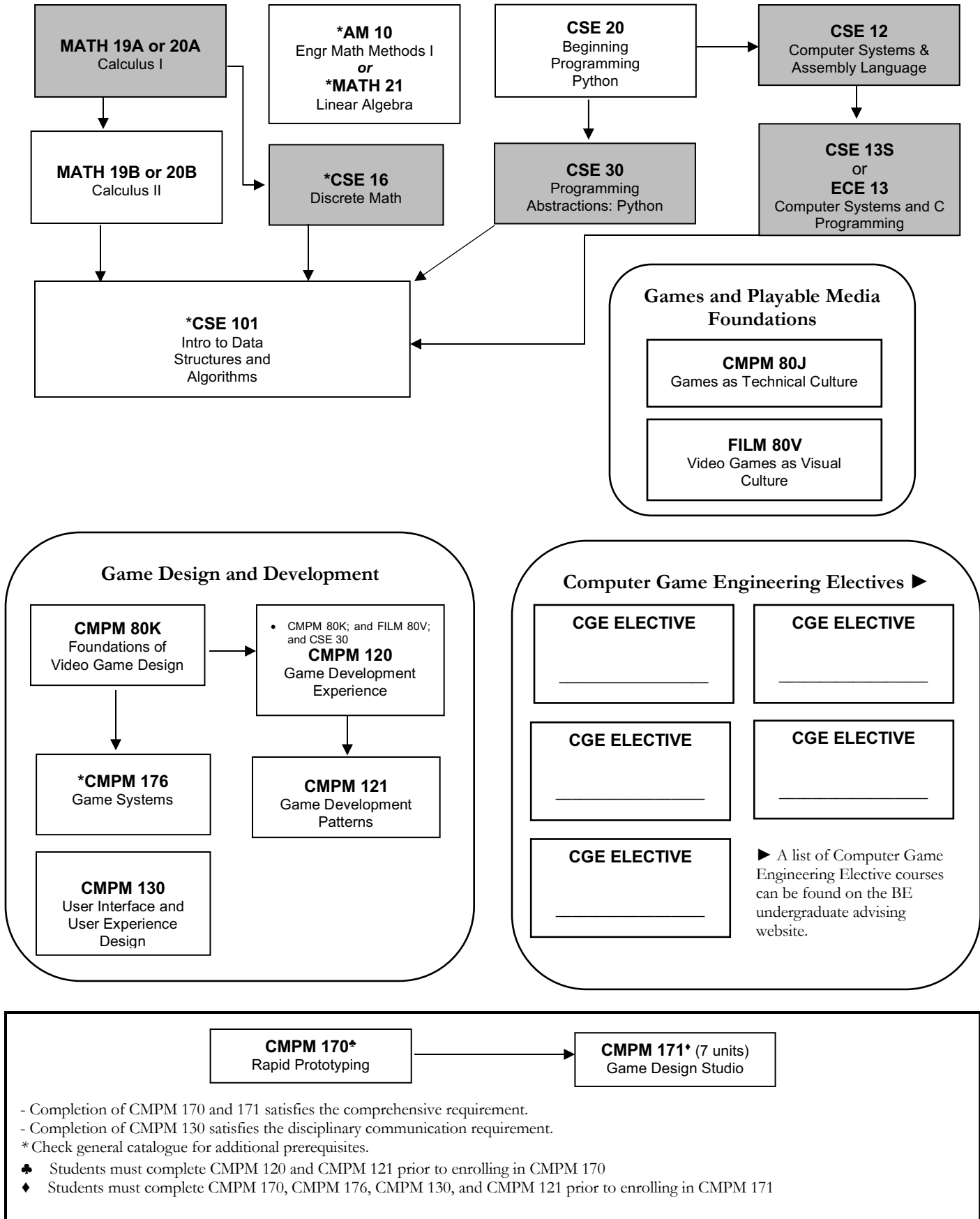


# Computer Game Design B.S. Degree 2024-2025 Curriculum Chart



- Completion of CPM 170 and 171 satisfies the comprehensive requirement.
- Completion of CPM 130 satisfies the disciplinary communication requirement.
- \* Check general catalogue for additional prerequisites.
- ♣ Students must complete CPM 120 and CPM 121 prior to enrolling in CPM 170
- ♦ Students must complete CPM 170, CPM 176, CPM 130, and CPM 121 prior to enrolling in CPM 171

## Computer Game Design B.S. Degree 2024-2025 Curriculum Chart

Fall _____	Winter _____	Spring _____	Summer _____

Fall _____	Winter _____	Spring _____	Summer _____

Fall _____	Winter _____	Spring _____	Summer _____

Fall _____	Winter _____	Spring _____	Summer _____

The prerequisites listed on this curriculum chart are accurate as of August 15, 2024 according to UCSC’s general catalog. Prerequisites listed on this chart are subject to change and students should refer to the catalog for the most up to date requirements.

Student Name:
Staff Advisor: