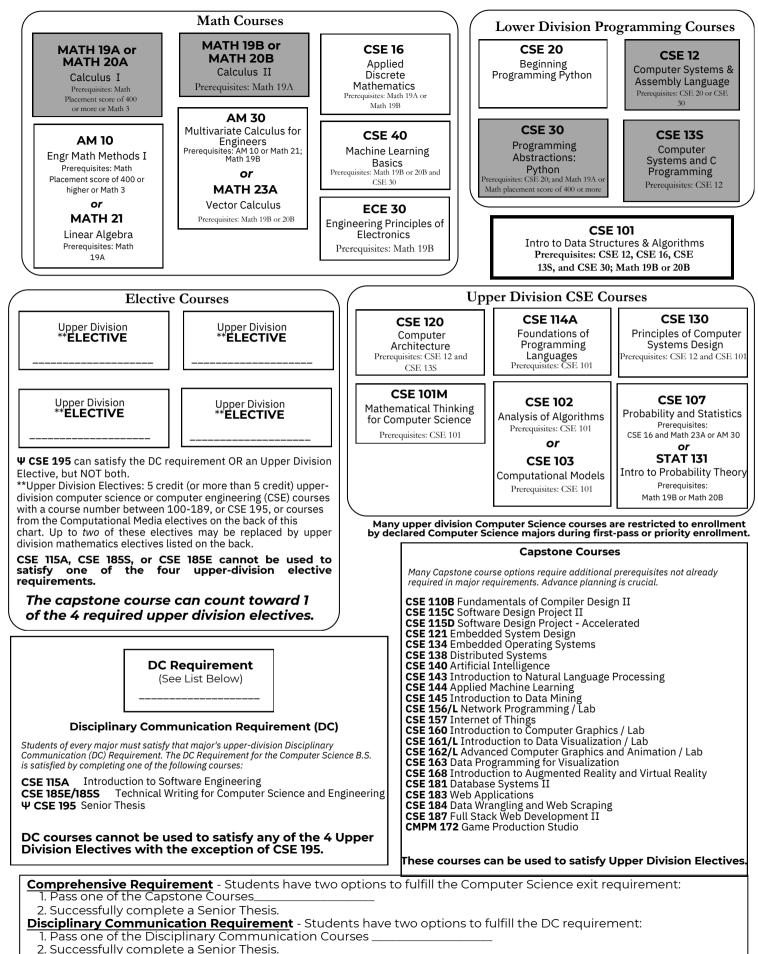
## Computer Science B.S. Degree 2024-2025 Curriculum Chart



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Fall	Winter	Spring	Summer

Fall	Winter	Spring	Summer

Fall	Winter	Spring	Summer

Fall	Winter	Spring	Summer

Mathematics Electives List	Computational Media Electives List	
AM 114 Introduction to Dynamical Systems AM 147 Computational Methods and Applications MATH 110 Introduction to Number Theory MATH 115 Graph Theory MATH 116 Combinatorics MATH 116 Combinatorics MATH 117 Advanced Linear Algebra MATH 118 Advanced Number Theory MATH 134 Cryptography MATH 134 Cryptography MATH 145/L Introductory Chaos Theory / Lab MATH 145/L Introductory Chaos Theory / Lab MATH 148 Numerical Analysis MATH 160 Mathematical Logic I MATH 161 Mathematical Logic II STAT 132 Classical and Bayesian Inference One of the following combinations: [PHYS 5A and PHYS 5B] OR [PHYS 5A and PHYS 5C] OR [PHYS 6A and PHYS 6B] OR [PHYS 6A and PHYS 6C]***	CMPM 120 Game Development Experience CMPM 131 User Experience for Interactive Media CMPM 146 Game AI CMPM 163 Game Graphics and Real Time Rendering CMPM 164/L Game Engines / Lab CMPM 171 Game Design Studio CMPM 172 Game Production Studio	
• All courses being applied to requirements for the Computer Science major must be taken for a letter grade. Grades of P will not count toward major requirements.		

- 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.
- Shaded boxes represent major qualification courses. The full major qualification requirements for this major can be found at: https://undergrad.soe.ucsc.edu/major-qualification-requirements
- Many graduate courses can also be used to satisfy electives; however, students will need instructor and department approval.
- The Baskin Engineering major declaration process requires an earlier start than the deadline on the UCSC Academic/Administrative calendar. Our deadlines and process can be found on: http://undergrad.soe.ucsc.edu/current-students/declare-your-major
- \*\*\* Physics courses have co-requisite labs required for enrollment. These associated labs are not part of the Computer Science B.S. major requirements.