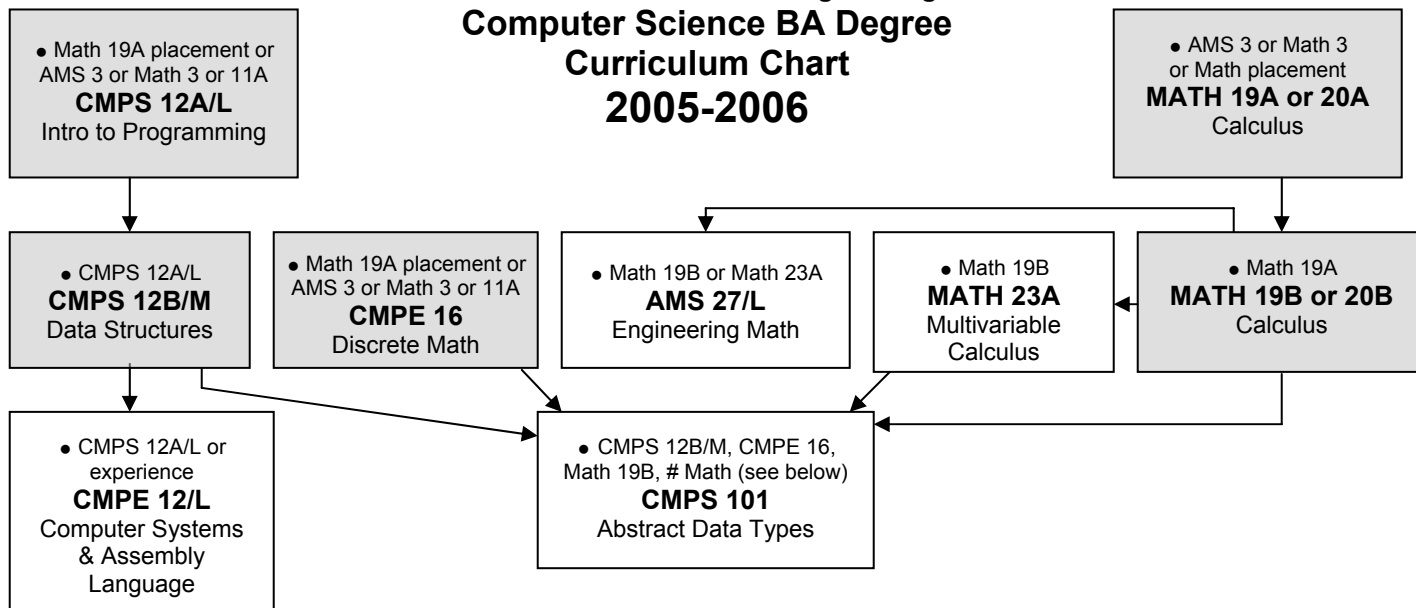


UCSC Baskin School of Engineering Computer Science BA Degree Curriculum Chart 2005-2006



Interactive Game Design Depth Sequence

The depth sequence provides an in-depth introduction to the design and technology of interactive computer video games, with emphasis on the core Computer Science knowledge areas.

In addition to the above requirements students must complete

- A) Five upper division core courses
- B) Two upper division game engineering electives from the list below
- C) One free upper division elective from the Theory and Practice list

- CE 12/L, CMPS 101
- CMPS 105**
- Systems Programming

- CMPS 101
- CMPS 115**
- Software Methodology

- CMPS 101
- CMPS 130**
- Computational Models

- CMPS 101, 130
- CMPS 140***
- Artificial Intelligence

- CMPS 101, Math 21 or AMS 27/L
- CMPS 160/L**
- Intro to Computer Graphics

Game Design Electives (Choose Two)

- CMPS 102 - Analysis of Algorithms (● CMPS 101)
- CMPS 116 - Software Design Project (● CMPS 115)
- *CMPS 128 - Distributed Systems: File Sharing, Online Gaming, and More (● CMPS 101, CMPE 150)
- CMPS 161/L - Visualization and Computer Animation (● CMPS 160/L)
- CMPS 180 - Database Systems (● CMPS 101)
- CMPE 150 - Intro. to Computer Networks (● CMPE 12/L, 16)
- *CMPE 163/L - Multimedia Processing and Applications (● CMPE 12/L, 107)
- FILM 170A - Narrative Workshop (● FILM 20A and 20C or instructor approval)
- FILM 171D - Social Information Spaces (● FILM 170A or instructor approval)
- FILM 177 - Digital Media Workshop (● FILM 170A or instructor approval)

ELECTIVE

ELECTIVE

ELECTIVE

From Theory and Practice list

- Exit Requirement** - Students have three options to fulfill the Computer Science exit requirement:

 1. Pass a Capstone Course (which can also fulfill an elective requirement, see ♣ on back for courses)
 2. Receive a score of 600 or above on the GRE Computer Science Subject Test
 3. Submit a Senior Thesis

● = Course Prerequisite

♣ = Satisfies Exit Requirement

= Any 5-unit math course numbered in the 20s

*Additional prerequisite required

See reverse side for theory and practice lists

Shaded boxes represent foundation courses

UCSC BASKIN SCHOOL OF ENGINEERING
 COMPUTER SCIENCE BA: INTERACTIVE GAME DESIGN DEPTH SEQUENCE
 DEGREE CURRICULUM
 2005-2006

Fall _____	Winter _____	Spring _____	Summer _____

Fall _____	Winter _____	Spring _____	Summer _____

Fall _____	Winter _____	Spring _____	Summer _____

Fall _____	Winter _____	Spring _____	Summer _____

Theory List

AMS 131
 AMS 146
 AMS 147
 AMS 156
 AMS 162
 CMPE 107
 CMPE 108
 *CMPE 154
 CMPE 177
 CMPS 102
 CMPS 130
 CMPS 132
 *EE 103
 *EE 153
 MATH 115
 MATH 117
 MATH 126
 MATH 148

Practice List

CMPE 100/L
 CMPE 110
 CMPE 113
 CMPE 117/L
 CMPE 118/L
 *CMPE 121/L
 *CMPE 123A & 123B
 *CMPE 125/L
 *CMPE 126/L
 CMPE 150
 *CMPE 152
 *CMPE 155/L
 *CMPE 163/L
 CMPS 104A
 CMPS 104B
 CMPS 105
 CMPS 109 (as of '00-'01)
 CMPS 111
 CMPS 112
 CMPS 115
 CMPS 116♣
 CMPS 122
 CMPS 128
 CMPS 129
 CMPS 140♣
 CMPS 160/L
 CMPS 161/L♣
 CMPS 180
 CMPS 181♣
 CMPS 183♣
 CMPS 190X
 CMPS 204
 *EE 130/L

*This course has pre-requisites that CS majors are not required to take in their regular course of study.

NOTE: Students may not receive credit for both AMS 131 and CMPE 107.

Many graduate courses can also be used to satisfy the electives; however students will need instructor and department approval.

♣ = Course Satisfies the CS Exit Requirement and an elective requirement

STUDENT'S NAME:

STAFF ADVISOR:

FACULTY ADVISOR: