Degree Program Course List (DPCL) of major requirements for students entering Loyola in 2020-21: NOT AN OFFICIAL RECORD - FOR ADVISING USE ONLY

NAME: **B.S. COMPUTER SCIENCE - CSGP (GAME PROGRAMMING)** (CIP 11.0701) **DATE:**

English Composition Placement:

ACT ENGL score 21 or above
SATR-EBRW score 500 or above
Register for ENGL-T122 _____

ACT ENGL score 20 or below
SATR-EBRW score 499 or below
Register for ENGL-A100 _____

Mathematics Placement:

See current Bulletin for Criteria, and see Academic Progress Report/U-Achieve for LUPL scores.

_____ Register MathA257/Calculus I
_____ Register MathA118/Pre-Calculus
_____ Register MathA110 & A111

LOYOLA CORE - 40 Credits

FOUNDATION COURSES Crs/Grade

First-Year Seminar T121 _____ 3_____
ENGLT122: Critical Reading & Writing _____ 3_____
MATHA257: Calculus I _____ 4_____
SCIET129: Investigating Nature_____ 3_____
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KNOWLEDGE-VALUE COURSES

Creative Arts and Cultures_____ 3_____

Hist I_____ 3_____
Hist II _____ 3_____

Phil I: Reasoning _____ 3_____
Phil II: Knowledge & Morality_____ 3_____
Rels I: Christian Traditions _____ 3_____
Rels II: World Religions _____ 3_____

Social Science _____ 3_____
Scie II: __(Fulfilled in Adjuncts)_____ 0_N/A_
Writing About Literature _____ 3_____
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Use your Academic Progress Report **(LORA > Student Records Menu > Acadmic Progress Report)** to keep this document up to date.

See your Academic Progress Report for your requirements, options, & degree-progress. See the Bulletin for course-descriptions. See LORA for course-availability by Semester.

MAJOR.....42 Crs

Computer Science.....27 Crs

Intro to Programming I
Cosc A211_____3____

Intro to Programming II
Cosc A212_____3____

Object-Oriented Programming
Cosc A217_____3____

Intro to Computer Graphics
Cosc A280_____3____

Computer Organization
Cosc A315_____3____

Data Structures
Cosc A317_____3____

Languages and Paradigms
Cosc A361_____3____

Operating Systems
Cosc A365_____3____

Software Engineering
Cosc A451_____3____

Game Programming Electives*.....9 crs

_____3____
_____3____
_____3____

Practical Experience.....6 Crs

Internship I _____3____
Capstone Project_____3____

ADJUNCT.....6 Crs

Intro to Linear Algebra
MATH A200_____3_____

Choose one from the following:

MATH A204, Discrete Math Structures
MATH A258, Calculus II (3 crs w/1 cr to GE)
MATH A260, Statistical Inference
MATH A271, Applied Scientific Computing
PHIL A206, Intro to Symbolic Logic
_____3____

GENERAL ELECTIVES.....32 Crs

_____3____
_____3____
_____3____
_____3____
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_____3____
_____2____

***Game Programming Electives**

Must choose three with at least one from each pool.

Artistic Pool

Game as Art: CMMN O202
Media Play: CMMN X237
Interactive Design: DSGN M276
Doing Things w/Videogames: ENGLA222
Videogames & Literature: ENGL N205
Digital Audio Production: MUGN M225
(Any one Visual Arts): VISA A###

Technical Pool

Internet Technologies: COSC A319
Artificial Intelligence: COSC A405
Computer Graphics: COSC A425
Computational Math: MATH A375
Classical Mechanics: PHYS A340
Physics of Sound: PHYS Y231

Loyola Core.....40 crs
Major.....42 crs
Adjuncts.....6 crs
General Elective.....32 crs
Total.....120 crs

GPA: Must achieve 2.0 in Major, Minor (if declared), & Loyola Cumulative

Loyola Core requirements are governed by the catalog year that a student is admitted. See Bulletin/Bulletin Archives.

Courses used in the major cannot also be used to satisfy requirements for a minor: Non-major courses WILL be applied to minors as appropriate.