Degree Program Course List (DPCL) of major requirements for Honors students entering Loyola in 2020-21

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

Honors Curriculum - 41 Credits

Foundation Requirements Crs/Grd

First-Year Seminar H121 3_____
Ignatian Colloquium H193 or H194 1_____
Social Justice Seminar H396 3_____
Honors Ethics H215* (check off once completed) □

Honors Disciplinary Requirements

Creative Arts & Culture (H-level or approved performance course
_____ 3_____
History I H-level _____ 3_____
History II (H-level, HIST-A/Q/P200+ course, or AP credit)
_____ 3_____
Literature H-level _____ 3_____
Literature II (H-level, ENGL-N200+ course, or AP credit)
_____ 3_____
Mathematics A257 or H257 Calculus I 4_____
Natural Science (H-level, A101+ science course, or AP credit)
_____ 3_____
Philosophy I H-level _____ 3_____
Philosophy II (H-level or PHIL-U/W200+ course)
_____ 3_____
Religious Studies I H-level _____ 3_____
Religious Studies II (H-level or 200+ RELS course)
_____ 3_____

Honors Thesis Sequence

Research Project MATH A498 (3 crs. in the major) □

* May be satisfied with an ethics course in the major; if not, an honors ethics course must be used to satisfy at least one Honors Disciplinary Requirement

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 Special Project_____3____

Honors GPA: Must achieve 3.3 in Major, Minor (if declared), and Loyola cumulative.

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.....31 Crs

_____3____
_____3____
_____3____
_____3____
_____3____
_____3____
_____3____
_____3____
_____1____

Thesis work is a dedicated process that spans multiple semesters, and you may be asked to take additional scaffolding courses. Please consult an honors advisor about what steps are right for you.

****Game Programming Electives**

Choose any three: Must choose at least one from each pool.

Artistic Pool

Game as Art CMMN X202
Media Play CMMN X237
Interactive Design DSGN M276
Doing Things w/Videogames ENGLA222
Videogames & Lit ENGL N205
Digital Audio Prod 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
(See Bulletin for course descriptions by Subject. See LORA for availability.)

Honors Curriculum.....41 crs
Major.....42 crs
Adjuncts.....6 crs
General Elective.....31 crs
Total.....120 crs

Honors requirements are governed by the catalog year that a student is admitted.

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.