# B.S. Game Design and Development

## Computer Science Concentration

**Bachelor of Science Degree** – 120 Credits

### University of Wisconsin-Stout

**Program Plan – 2010-2011**

<table>
<thead>
<tr>
<th>GENERAL EDUCATION</th>
<th>43 CREDITS</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Communication Skills</strong></td>
<td>8 credits</td>
</tr>
<tr>
<td>ENGL 101 Freshman English – Composition <em>or</em> ENGL 111 Freshman English – Honors I</td>
<td>3</td>
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<tr>
<td>ENGL 102 Freshman English – Reading &amp; Writing <em>or</em> ENGL 112 Freshman English – Honors II</td>
<td>3</td>
</tr>
<tr>
<td>SPCOM 100 Fundamentals of Speech</td>
<td>2</td>
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<tr>
<td><strong>Analytic Reasoning</strong></td>
<td>8 credits</td>
</tr>
<tr>
<td>MATH 156 Calculus &amp; Analytic Geometry 1</td>
<td>5</td>
</tr>
<tr>
<td>CS 144 Computer Science 1</td>
<td>3</td>
</tr>
<tr>
<td><strong>Health and Physical Education</strong></td>
<td>2 credits</td>
</tr>
<tr>
<td>Courses from the approved GE listing</td>
<td>2</td>
</tr>
<tr>
<td><strong>Humanities and the Arts</strong></td>
<td>9 credits</td>
</tr>
<tr>
<td>ART 101 2D Design</td>
<td>3</td>
</tr>
<tr>
<td>LIT 208 Fiction into Film (ES course)</td>
<td>3</td>
</tr>
<tr>
<td>One course from one other areas – GE listing</td>
<td>3</td>
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<tr>
<td><strong>Social and Behavioral Sciences (include ES and GLP)</strong></td>
<td>9 credits</td>
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<tr>
<td>One course from EACH of three areas – GE listing</td>
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<tr>
<td><strong>Natural Sciences</strong></td>
<td>5 credits</td>
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<tr>
<td>PHYS 281 University Physics</td>
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<tr>
<td><strong>Technology</strong></td>
<td>2 credits</td>
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<tr>
<td>Course from the Technology area – GE listing</td>
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### MAJOR STUDIES

**77 CREDITS**

<table>
<thead>
<tr>
<th><strong>GDD Core</strong></th>
<th>29 credits</th>
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<tbody>
<tr>
<td>ARTH-2XX History of Interactive Media</td>
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<tr>
<td>CS 248 Web and Internet Programming</td>
<td>3</td>
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<tr>
<td>EDUC 170 Video Games and Simulations in Education</td>
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<tr>
<td>ENGL 415 Technical Writing</td>
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<tr>
<td>GDD 101 Intro to Video &amp; Computer Game Design</td>
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<tr>
<td>GDD 325 2D Game Design &amp; Development</td>
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<tr>
<td>GDD 450 3D Game Design &amp; Development 1</td>
<td>4</td>
</tr>
<tr>
<td>GDD 451 3D Game Design &amp; Development 2</td>
<td>4</td>
</tr>
<tr>
<td>GDD XXX Psychology &amp; Sociology of Video Games</td>
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</table>

<table>
<thead>
<tr>
<th><strong>Concentration Courses</strong></th>
<th>48 credits</th>
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<tbody>
<tr>
<td>CS 145 Computer Science 2</td>
<td>3</td>
</tr>
<tr>
<td>CS 244 Data Structures</td>
<td>4</td>
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<tr>
<td>CS 245 Intro to Computer Organization</td>
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<tr>
<td>CS 343 Mathematical Foundations of Graphics</td>
<td>3</td>
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<tr>
<td>CS 354 Algorithms and Artificial Intelligence</td>
<td>3</td>
</tr>
<tr>
<td>CS 441 Computer Architecture</td>
<td>3</td>
</tr>
<tr>
<td>CS 442 Systems Programming</td>
<td>3</td>
</tr>
<tr>
<td>CS 443 Database Systems</td>
<td>3</td>
</tr>
<tr>
<td>CS 448 Software Engineering</td>
<td>3</td>
</tr>
<tr>
<td>MATH 157 Calc &amp; Analytic Geometry 2</td>
<td>5</td>
</tr>
<tr>
<td>MATH 158 Calculus 3</td>
<td>3</td>
</tr>
<tr>
<td>MATH 270 Discrete Math</td>
<td>3</td>
</tr>
<tr>
<td>MATH 275 Linear Algebra</td>
<td>3</td>
</tr>
<tr>
<td>PHYS 360 Physics Modeling for Game Programmers</td>
<td>3</td>
</tr>
<tr>
<td>STAT 330 Prob &amp; Stats for Engineering &amp; Sciences</td>
<td>3</td>
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</tbody>
</table>

**TOTAL CREDITS** 120