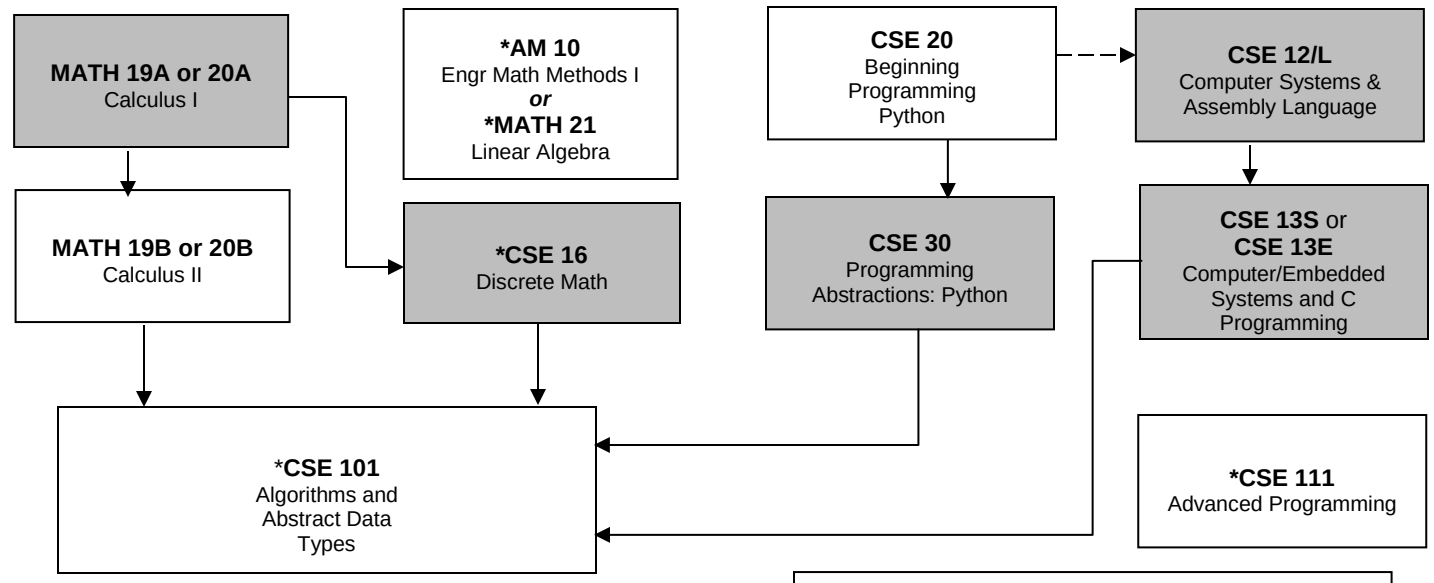
Computer Game Design B.S. Degree
2019-20 Curriculum Chart



Game Design and Development

CMPM 80K
Foundations of Video Game Design

***CMPM 176**
Game Systems

Games and Playable Media Foundations

ARTG 80H
History of Digital Games

ARTG 80G
Visual Communication and Interaction Design

FILM 80V
Video Games as Visual Culture

- Prereq: [One of: ARTG 80G or ARTG 80H or ARTG 80I] *and* CMPM 80K, CSE 15/L, FILM 80V. Students must be concurrently enrolled in **both** courses below

CMPM 120
Game Development Experience

AND

ARTG 120
Game Design Experience

Computer Game Engineering Electives ►

CGE ELECTIVE _____

CGE ELECTIVE _____

CGE ELECTIVE _____

CGE ELECTIVE _____

CGE ELECTIVE _____

► A list of Computer Game Engineering Elective courses is on the back of this chart.

Notes:
* Check catalog/SOE course descriptions for additional prerequisites.

♣CMPM 170
Game Design Studio I

→

♦CMPM 171 (7 units)
Game Design Studio II

→

CMPM 172 (7 units)
Game Design Studio III

- Completion of Game Design Studio courses satisfies the exit requirement.
- Completion of CMPM 170 satisfies the disciplinary communication requirement.

♣ *Students must complete CMPM 120, ARTG 120 and CSE 111*

♦ *Students must complete CMPM 170, CMPM 176, and one CGE Elective*

Computer Game Design B.S. Degree
2019-20 Curriculum Chart

Fall _____	Winter _____	Spring _____	Summer _____

Fall _____	Winter _____	Spring _____	Summer _____

Fall _____	Winter _____	Spring _____	Summer _____

Fall _____	Winter _____	Spring _____	Summer _____

Computer Game Engineering Electives ►

CMPM:	**CSE:**	CSE 140
CMPM 121	CSE 102	CSE 142
CMPM 131	CSE 103**$**	CSE 143
CMPM 146	CSE 104**$**	CSE 150
CMPM 147	CSE 110A	CSE 160
CMPM 148	CSE 110B	CSE 161
CMPM 150**$**	CSE 112	CSE 162
CMPM 151	CSE 113	CSE 163
CMPM 163	CSE 115A	CSE 180
CMPM 164/L	CSE 115B	CSE 181
CMPM 177**$**	CSE 115C	CSE 183
CMPM 178	CSE 118	CSE 184
[CMPM 179♪/	CSE 119	[CSE 166A$/
ARTG 179♪]	CSE 120	ECON 166A$]
	CSE 131	
	CSE 132	**ECE:**
	CSE 138	ECE 118/L
	CSE 139	

Computer Game Engineering Elective Notes

$ No more than two of the five courses marked with the $ can count towards Computer Game Engineering Electives (CGEs). The majority of these Computer Game Engineering electives are technical practice electives which focus on the development and analysis of computational systems (the "programming" part of game creation).
♪ Can be repeated, but may only satisfy an elective once.
Please note that some Computer Game Engineering electives may have pre-requisites that are not already satisfied by courses required in the major.

Notes:

- All students admitted to a School of Engineering major, or seeking admission to a major, must take all courses required for that major for a letter grade.
- 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.
- The School of Engineering has different major declaration deadlines than the UCSC Academic/Administrative calendar. Our deadlines and process can be found on: **https://undergrad.soe.ucsc.edu/declare-your-major**
- Shaded boxes represent foundation courses. Major qualification requirements for this major can be found at: **https://undergrad.soe.ucsc.edu/bsoe-major-qualification-requirements**

Student Name:

Staff Advisor:

Faculty Advisor: