

GEORGE MASON UNIVERSITY
The Volgenau School of Engineering
B.S. DEGREE IN APPLIED COMPUTER SCIENCE
Computer Game Design Concentration
(4300 Nguyen Engineering, 703-993-1530)
<http://cs.gmu.edu/programs/undergraduate/>
2014-2015 CATALOG

MASON CORE REQUIREMENTS (21 credits)	<u>Department(s) & Course #(s)</u>	<u>Completed/ Grade(s)</u>	<u>Needed</u>
a. Composition: English 101 (100), 302 (C or better) (3,3)		_____	_____
b. Communication 100 (3)		_____	_____
c. Quantitative Reasoning (satisfied by completion of major requirements)		_____	_____
d. Literature (3)		_____	_____
e. Arts (satisfied by completion of major requirements)		_____	_____
f. Western Civilization (HIST 100, 125, or acceptable transfer course) (3)		_____	_____
g. Social & Behavioral Science (3)		_____	_____
h. Natural Science (satisfied by completion of major requirements)		_____	_____
i. Global Understanding (3)		_____	_____
j. Information Technology (satisfied by completion of major requirements)		_____	_____
k. Synthesis (satisfied by completion of major requirements)		_____	_____

Go to: <http://catalog.gmu.edu/> to link to information on Mason Core requirements.

MAJOR REQUIREMENTS (97 credits)

a. CS 101, 105 (2,1)	a.	_____	_____
b. CS 112, 211 (4,3)	b.	_____	_____
c. CS 262, 310 (2,3)	c.	_____	_____
d. CS 330, 367 (3,3)	d.	_____	_____
e. CS 321, 465 (3,3)	e.	_____	_____
f. CS 483, ECE 301 (3,3)	f.	_____	_____
g. One CS course numbered above 400: CS _____	g.	_____	_____
h. Fourteen hours of Mathematics course work (14)			
1. MATH 113, 114 (4,4)	1.	_____	_____
2. MATH 203, 125 (3,3)	2.	_____	_____

COMPUTER GAME DESIGN CONCENTRATION

a. CS 225, 325 (3,3)	a.	_____	_____
b. CS 351, AVT 104 (3,4)	b.	_____	_____
c. CS 306, STAT 344 (3,3)	c.	_____	_____
d. CS 451 (3)	d.	_____	_____
e. CS 425, 426 (3,3)	e.	_____	_____
f. AVT 382, 383 (4,4)	f.	_____	_____
g. One approved electives related to game design chosen from the following (List courses) (6): CS 332, CS 455, CS 475, CS 480, CS 485, SWE 432, GAME 332, AVT 370, AVT 374, AVT 487	g.	_____	_____
h. PHYS 160/161 and one other Natural Science with lab (3/1, 3/1) _____	h.	_____	_____

GENERAL ELECTIVES (2 credits) (List courses)

MINIMUM HOURS TO GRADUATE: 120

UPPER DIVISION HOURS (minimum 45):

This planning form is intended to be used in consultation with your academic advisor and reflects the requirements for the 2014-2015 Catalog; the University Catalog is the official reference for program requirements.