

Roadmap: Computer Science – Game Programming -Bachelor of Science

[AS-BS-CS-GMPR] College of Arts and Sciences Department of Computer Science

Catalog Year: 2012-2013

This roadmap is a recommended semester-by-semester plan of study for this major. However, courses and milestones designated as critical (in boldface and shaded areas) must be completed in the semester listed to ensure a timely graduation.

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Course Subject and Title	Credit Hours	Upper Div.	Min. Grade	Major GPA	Important Notes		
Semester One: [16 Credit Hours]							
CS 13001 Computer Science I: Programming and Problem Solving	4		С		See note 1 on page 2		
MATH 12002 Analytic Geometry and Calculus I	5				Fulfills Kent Core Mathematics and Critical Reasoning; see note 2 on page 2		
US 10097 Destination Kent State: First Year Experience	1				Not required of transfer students with 25 credits		
Kent Core Requirement	3				See Kent Core Summary on page 2		
General Elective (lower or upper division)	3				Recommended: MATH 11022-see note 2 on page 2		
Semester Two: [15 Credit Hours]							
CS 23001 Computer Science II: Data Structures and Abstraction	4		С				
CS 23022 Discrete Structures for Computer Science	3						
MATH 12003 Analytic Geometry and Calculus II	5						
Kent Core Requirement	3				See Kent Core Summary on page 2		
Semester Three: [13-15 Credit Hours]							
CS 33211 Operating Systems	3						
CS 35101 Computer Architecture	3						
MATH 21001 Linear Algebra with Applications (3) or MATH 22005 Analytic Geometry and Calculus III (4) or MATH 30011 Basic Probability and Statistics (3)	3-4						
Foreign Language (Elementary I)	4-5				Fulfills College General Requirement		
Semester Four: [16-17 Credit Hours]							
CS 33007 Database Systems Design	3						
CS 35201 Computer Communication Networks	3						
Foreign Language (Elementary II)	4-5				Fulfills College General Requirement		
Kent Core Requirement	3				See Kent Core Summary on page 2		
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Semester Five: [15 Credit Hours]							
CS 33901 Software Engineering	3						
CS 46101 Design and Analysis of Algorithms	3						
CS 38101 Game Programming	3						
Kent Core Requirement	3				See Kent Core Summary on page 2		
General Elective (lower or upper division)	3						
Semester Six: [15 Credit Hours]							
CS 33101 Structure of Programming Languages	3						
CS 48101 Game Engine Concepts	3						
CS Elective (upper division)	3				See note 3 on page 2		
Kent Core Requirement	3				See Kent Core Summary on page 2		
Kent Core Requirement	3				Occ None Outsittary on page 2		
Semester Seven: [16 Credit Hours]							
CS 48102 Game Design Practicum	4		С	•	Fulfills experiential learning and writing-intensive course requirements		
CS 47101 Computer Graphics	3	•		-			
CS Elective (40000-level)	3				See note 3 on page 2		
Kent Core Requirement	3				See Kent Core Summers on nega 2		
Kent Core Requirement	3				See Kent Core Summary on page 2		



[AS-BS-CS-GMPR] of Arts and Sciences

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Course Subject and Title		Upper Div.	Min. Grade		Important Notes	
Semester Eight: [15 Credit Hours]						
CS Electives (upper division)	6				See note 3 below	
Kent Core Requirement	3				See Kent Core Summary on page 2 Number of credits required depends on meeting minimum 121 credit hours and 42 upper-division hours	
Kent Core Requirement	3					
General Elective (lower or upper division)	3					

Graduation Requirements Summary

Minimum	Minimum Upper-	Minimum	Global / Domestic Writing-		Experiential	Minimum	
Total Hours	Division Hours	Kent Core Hours	Diversity Course	Intensive	Learning	Major GPA	Overall GPA
121	42	36	Kent Core or General Electives	CS 48102	CS 48102	2.000	2.000

Kent Core Summary

Kent Core Categories	Important Notes	Remaining Credit Hours
Composition (6-8 credit hours) ENG 11002, 11011, 21011; HONR 10197, 10297	Enrollment based on placement test	6-8
Mathematics and Critical Reasoning (3-5 credit hours)	Fulfilled in the major with MATH 12002	0
Humanities and Fine Arts (9 credit hours) Minimum one course from humanities in Arts and Sciences and minimum one course from fine arts	May fulfill diversity requirement	9
Social Sciences (6 credit hours) Must be selected from two curricular areas	May fulfill diversity requirement	6
Basic Sciences (6-7 credit hours) Must include one laboratory		6-7
Additional (6 credit hours) Must be selected from two Kent Core categories	may fulfill diversity requirement	6

- Note 1: Students not prepared to take CS 13001 in the first semester will benefit from taking CS 10051.
- Enrollment based on placement tests; prerequisites: MATH 11010 and 11022 may be bypassed with sufficient background. Otherwise, MATH 11022 Trigonometry is recommended as it is a prerequisite for MATH 12002.
- Any CS 3/40000-level elective course, along with one or more of the following courses, can be taken to satisfy this requirement: MATH 22005 Analytic Geometry and Calculus II, MATH 40011 Introduction to Probability Theory and Application and PHY 12411 Introduction to Computer Hardware. Additionally, with the CS undergraduate advisor's prior permission, other select courses from outside the department may be counted. These courses must be computer science-related and/or integrate into the student's program of study.

All courses taken from the list of major program requirements are used in the calculation of the major GPA. Note:

Kent Core

Students must complete a minimum 36 credit hours of the Kent Core. Certain courses required in programs and in student's major field may also fulfill the Kent Core. Honors equivalents shall satisfy the Kent Core. None of the courses on the Kent Core list may be taken with a pass/fail grade. Visit www.kent.edu/catalog/kent-core for course list.

Diversity Course Requirement

Students must complete a two-course diversity requirement, consisting of one with a domestic (U.S.) focus and one with a global focus. One course must come from the Kent Core. The second course may be taken as a second Kent Core, within a major or minor, or as a general elective; or, with dean's approval, by completing one semester of study in another country. Visit www.kent.edu/catalog/diversity for course list.

Writing-Intensive Course Requirement

Students must complete a one-course writing-intensive requirement in their major and earn minimum C (2.000) grade. Visit www.kent.edu/catalog/wic for course

Experiential Learning Requirement (ELR)

To provide students with direct engagement in learning experiences that promote academic relevance, meaning and an understanding of real-world issues, students must complete this requirement at Kent State, either as a for-credit course or as a non-credit, non-course experience approved by the appropriate faculty member. Visit www.kent.edu/catalog/elr for course list.

Upper-Division Requirement

Students must complete a minimum 39 upper-division (numbered 30000 to 49999) credit hours of coursework. Programs in the College of Arts and Sciences require a minimum of 42 hours of upper-division coursework.

Foreign Language

Visit www.kent.edu/catalog/foreign-languages for course list.

Page 2 of 2 | Last Updated: 3-Apr-13/LNHD