

SEMESTER 1	SEMESTER 2	Notes
<input type="checkbox"/> CIS 150 + CIS 150L (4) <i>Computer Science I</i> (MATH 115*) <input type="checkbox"/> COMP 105 (3) <i>Writing & Rhetoric I</i> DDC GEWO <input type="checkbox"/> MATH 115 (4) <i>Calculus I</i> (MATH 105 'C-' or placement); DDC GEQT <input type="checkbox"/> DDC course (3) GEHA See DDC master list for options	<input type="checkbox"/> CIS 200 + CIS 200L (4) <i>Computer Science II</i> (CIS 150 'C-', MATH 115) <input type="checkbox"/> CIS 275 (4) <i>Discrete Structures I</i> (CIS 200*, MATH 115) <input type="checkbox"/> MATH 116 (4) <i>Calculus II</i> (MATH 115 'C-') <input type="checkbox"/> DDC course (3) GEHA See DDC master list for options	<ul style="list-style-type: none"> The sample pathways were created with Fall and Winter semester enrollment in mind. Summer semesters can be used to lessen the workload, and/or participate in co-op or research. For DDC requirements, please see the University's guidelines
SEMESTER 3	SEMESTER 4	Notes
<input type="checkbox"/> **Lab Science Sequence I (4) Choose from: <i>BIOL 130, GEOL 118</i> (Fall only), <i>CHEM 134, PHYS 125, PHYS 150</i> ; DDC GENS <input type="checkbox"/> CIS 350 (4) <i>Data Structures</i> (MATH 115, CIS 200 'C-', CIS 275) <input type="checkbox"/> CIS 306 (4) <i>Discrete Structures II</i> (CIS 275); DDC GEIN <input type="checkbox"/> MATH 227 (3) <i>Intro to Linear Algebra</i> (MATH 116 'C-')	<input type="checkbox"/> **Lab Science Sequence II (4) Same subject from Sequence I: <i>BIOL 320</i> (Summer), <i>GEOL 218</i> (Winter), <i>CHEM 136, PHYS 126, PHYS 151</i> ; DDC GENS <input type="checkbox"/> CIS 310 (4) <i>Assembly Language</i> (MATH 115, CIS 200, CIS 275) <input type="checkbox"/> IMSE 317 (3) <i>Eng probability and Stats</i> (MATH 116) <input type="checkbox"/> COMP 270 (3) <i>Technical Writing</i> (COMP 105 or placement); DDC GEWO <input type="checkbox"/> CIS 297 Winter (3) <i>Introduction to C#</i> (CIS 200)	<p>**Please note the Game Design concentration requires that you take PHYS 125 or PHYS 150 either as the science sequence, or as your additional lab science course.</p> <ul style="list-style-type: none"> Each student's pathway is unique and yours may differ slightly from what you see here

* denotes a corequisite course

Courses listed in parentheses () are prerequisites for the listed course

SEMESTER 5	SEMESTER 6	NOTES
<input type="checkbox"/> CIS 450 (4) <i>Operating Systems</i> (CIS 310, CIS 350, IMSE 317*) <input type="checkbox"/> CIS 375 (4) <i>Software Engineering I</i> (COMP 270, CIS 350); DDC GEWI <input type="checkbox"/> CIS 487 Fall (3) <i>Computer Game Design I</i> (CIS 375*) <input type="checkbox"/> DDC course (3) GESB See DDC master list for options <input type="checkbox"/> ECON 201 <i>Macroeconomics</i> , or ECON 202 <i>Microeconomics</i> (3) (MATH 105 recommended); DDC GESB	<input type="checkbox"/> CIS 427 (4) <i>Computer Networks</i> (IMSE 317, CIS 350) <input type="checkbox"/> CIS 488 Winter (3) <i>Comp Game Design II</i> (CIS 487) <input type="checkbox"/> Additional Lab Science (4)** Choose course in different subject area from Lab Science Sequence on previous page. Options include: ASTR 130 + 131, GEOL 118, GEOL 218, CHEM 134, PHYS 125, PHYS 150 <input type="checkbox"/> DDC course (3) GESB See DDC master list for options	<ul style="list-style-type: none"> A course may fulfill multiple requirements; however, credit is only applied once. Using one course to fulfill multiple requirements may result in a deficiency in total credits.
SEMESTER 7	SEMESTER 8	NOTES
<input type="checkbox"/> CIS 4951 (2) <i>Senior Design I</i> (CIS 375, CIS 427, CIS 450); DDC GECC, GECE <input type="checkbox"/> CIS 479 (3) <i>Artificial Intelligence</i> (CIS 350 and IMSE 317 or STAT 325) <input type="checkbox"/> CIS 451 Fall (3) <i>Computer Graphics</i> (MATH 227, CIS 350) <input type="checkbox"/> Approved CIS Elective (3) <input type="checkbox"/> Approved CIS Elective (3) See individual courses for pre-reqs	<input type="checkbox"/> CIS 4952 (2) <i>Senior Design II</i> (CIS 4951); DDC GECC, GECE <input type="checkbox"/> CIS 452 Winter (3) <i>Info Visual and Multimedia Gaming</i> (CIS 451) <input type="checkbox"/> Approved CIS Elective (3) <input type="checkbox"/> Approved CIS Elective (3) <input type="checkbox"/> Approved CIS Elective (3) See individual courses for pre-reqs	<p>APPROVED LIST OF TECHNICAL ELECTIVES 15 credits required</p> <p>CIS 285 (3), CIS 316 (3), CIS 376 (4), CIS 381 (4), CIS 387 (4), CIS 400 (4), CIS 405 (3), CIS 411 (3), CIS 412 (3cr), *CIS 421 (4), *CIS 422 (3), CIS 425 (4), CIS 435 (3), CIS 436 (3), CIS 437 (3), CIS 439 (3), CIS 446 (3), CIS 447 (3), CIS 449 (3), CIS 451 (3), CIS 452 (3), CIS 467 (3), CIS 474 (3), CIS 476 (3), CIS 479 (3), CIS 481 (3), CIS 482 (3cr), CIS 483 (3), CIS 4851 (3), CIS 487 (3), CIS 488 (3), CIS 489 (3), CCM 404 (3), CCM 472 (3), CCM 473 (3), ENGR 399 (1), ENGR 400 (3), CIS 490H (3), ENGR 492 (1-3), ENGR 493 (1-3), ENT 400 (3)</p> <p>* Credit cannot be earned for both CIS 421 and CIS 422</p> <p>Check design/tech courses' prerequisites, corequisites, course credit and schedule in DegreeWorks, the Undergrad Catalog and Browse Classes</p>