



COMPUTER INFORMATION SYSTEMS (BS)
MAJOR: COMPUTER GAMING AND SIMULATION
2012-2013 RECOMMENDED PROGRAM SEQUENCE (Full-time)
120 CREDITS

COMPTINFO BS
CG Major

FRESHMAN YEAR

Fall Semester		(15 credits)	Winter Semester		(15 credits)
CISP111	Systems Foundations	3	ENGL110	Advanced Composition	3
COMM120	Presentation Techniques	3	ENVS125 or PHYS100 and PHYS100L	Environmental Studies or Applied Physics and Applied Physics Lab	3
ENGL109	Composition	3	HUMN310-315	Global Cultures: choice of country or culture	3
FRSM100	Career and Education Seminar	3	MATH135	College Algebra	3
MATH125	Intermediate Algebra	3	MGMT211	Management Foundations	3

SOPHOMORE YEAR

Fall Semester		(15 credits)	Winter Semester		(15-16 credits)
Programming Language I		3	Programming Language II		3
Programming Language I		3	ACCT200 or ACCT201	Accounting Basics for Managers or Accounting Foundations I	3-4
BITS212	Microcomputer Applications: Database	3	CISP247	Database Design	3
CISP220	Web Page Applications	3	SOSC201	Diversity in Society	3
CISP250	Discrete Structures	3	STAT220	Introduction to Statistics	3

JUNIOR YEAR

Fall Semester		(15 credits)	Winter Semester		(16 credits)
Programming Language II		3	BITS301	Image Editing Applications	3
BITS302	Graphic Illustration Software	3	CISP280	Artificial Intelligence	3
CISP244	Introduction to Gaming Theory	3	CISP311	Database Systems	4
CISP312	Data Structures	3	CISP335	Game Development	3
ENGL311	Professional Writing	3	MATH140 or MATH150 or STAT322	Finite Mathematics or Pre-Calculus or Inferential Statistics	3

SENIOR YEAR

Fall Semester		(15 credits)	Winter Semester		(13-14 credits)
BUSN210	Professional Ethics	3	BITS303	Web Authoring Applications	3
CISP246	3D Modeling	3	CISP370	3D Game Development	3
GPMT350	Principles of Project Management	3	CISP448	Collaborative Game Development	3
MATH205	Applied Linear Algebra	3	TECH497	College of Technology Capstone	3
NETW217	UNIX Operating Systems	3	Open Elective		1-2