COMPUTER INFORMATION SYSTEMS (BS)
MAJOR: BUSINESS SIMULATION AND COMPUTER GAMING
2013-2014 RECOMMENDED PROGRAM SEQUENCE (Full-time)
120 CREDITS

COMPTINFO BS
BSCG Major

FRESHMAN YEAR					
Fall Semester		**(15 credits)**	**Winter Semester**		**(16 credits)**
CISP111	Systems Foundations	3	ENGL110	Advanced Composition	3
COMM120	Presentation Techniques	3	PHYS100 **and** PHYS100L	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	MATH150	Pre-Calculus	4
MATH125	Intermediate Algebra	3	MGMT211	Management Foundations	3

SOPHOMORE YEAR					
Fall Semester		**(15 credits)**	**Winter Semester**		**(12-13 credits)**
CISP231	C++ Programming I	3	CISP232	C++ Programming II	3
	Programming Language I	3	ACCT200 **or** ACCT201	Accounting Basics for Managers **or** Accounting Foundations I	3-4
CISP220	Web Page Applications	3	CISP247	Database Design	3
CISP250	Discrete Structures	3			
MATH215	Calculus I	3	STAT220	Introduction to Statistics	3

JUNIOR YEAR					
Fall Semester		**(15 credits)**	**Winter Semester**		**(15 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	CISP335	Game Development	3
CISP312	Data Structures	3	GPMT350	Principles of Project Management	3
ENGL311	Professional Writing	3	MATH140	Finite Mathematics	3

SENIOR YEAR					
Fall Semester		**(15 credits)**	**Winter Semester**		**(15-17 credits)**
BITS345	Digital Video Editing	3	CISP415	3D Animation	3
BUSN210	Professional Ethics	3	CISP370	3D Game Development	3
CISP246	3D Modeling	3	CISP448	Collaborative Game Development	3
MATH205	Applied Linear Algebra	3	SOSC201	Diversity in Society	3
NETW217	UNIX Operating Systems	3	TECH497	College of Technology Capstone	3
				Open Elective	0-2