

**Sample Four-Year Sequence for GSAS Major
Computer Science Concentration: 128 credits**

| Freshman Year | | | | | |
|--------------------------------------|----------------------------|---|---------------------------------|------------------------------|---|
| Fall Semester | | | Spring Semester | | |
| MATH-1010 | Calculus I | 4 | | Math Option | 4 |
| GSAS -1040 | Art for Interactive Media | 4 | CSCI-1200 | Data Structures | 4 |
| CSCI-1100 | Computer Science | 4 | GSAS -2520 | Intro Game Storytelling | 4 |
| GSAS -2540 | Intro to Game Programming | 4 | GSAS -2510 | Intro to Game Design | 4 |
| | | | | | |
| Sophomore Year | | | | | |
| Fall Semester | | | Spring Semester | | |
| GSAS -1600 | History & Culture of Games | 4 | | Science Elective | 4 |
| | CS Concentration Course | 4 | | CS Concentration Course | 4 |
| PHYS-1100 | Physics I | 4 | | CS Concentration Course | 4 |
| GSAS -4520 | Game Development I | 4 | GSAS -4540 | Game Development II | 4 |
| | | | | | |
| Summer Arch & Junior Year | | | | | |
| Summer Arch Semester | | | Fall or Spring Semester* | | |
| | HASS Social Sci Elective | 4 | GSAS -4510 | Experimental Game Design | 4 |
| | Free Elective | 4 | | CS Concentration Course | 4 |
| | Free Elective | 4 | | CS Concentration Course | 4 |
| | Free Elective | 4 | | HASS Social Science Elective | 4 |
| | | | | | |
| Senior Year | | | | | |
| Fall Semester | | | Spring Semester | | |
| GSAS -4940 | GSAS Research Project | 4 | | HASS Depth Elective | 4 |
| | CS Concentration Course | 4 | | HASS Human Elective | 4 |
| | CS Concentration Course | 4 | | CS Concentration Course | 4 |
| | HASS Depth Elective | 4 | | CS Concentration Course | 4 |

FOOTNOTES:

1. *Students with sufficient programming background may substitute another Computer Science course.*
2. *MATH OPTION: MATH-4030 Computability and Logic (cross-listed with PHIL-4420) OR any MATH or MATP at 2000 level or higher level (except MATH- 2800).*
3. *GSAS-1600 History and Culture of Games is a GSAS course counted in the HASS Core as a Humanities course.*

Guidelines for HASS Core:

- *2 course in ARTS/COMM/IHSS/LANG/LITR/PHIL/STSH/WRIT*
 - *2 courses in COGS/ECON/IHSS/PSYC/STSS*
 - *Max 3 1000 level; Min 1 4000 level*
 - *2 course depth sequence (same department prefix, only 1 at 1000 level).*
 - *Suggestions: COMM-4240 Writing For Games I, COMM-4250 Writing for Games II, COGS-49xx Learning and Advanced Game AI, ARTS-1020 Media Studio: Imaging, ARTS-1xxx Media Studio: Video/Audio.*
4. *Free Electives (to fulfill GSAS/CSCI dual choose the following 3 courses):*
 - *MATH-1020 Calculus II*
 - *Science Option (e.g. Physics II, Chemistry, Astronomy, etc.)*
 - *Math Option (e.g. Multi-Var Calc, Diff Eq, Graph Theory, etc.)*