

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

Freshman Year					
Fall Semester			Spring Semester		
MATH-1100	Calculus I	4	GSAS -2520	Intro Game Storytelling	4
GSAS -1040	Art for Interactive Media	4	GSAS -2510	Intro to Game Design	4
CSCI-1100	Computer Science	4		Math Elective	4
GSAS -2540	Intro to Game Programming	4		Science Elective	4
Sophomore Year					
Fall Semester			Spring Semester		
GSAS -4520	Game Development I	4	GSAS -4540	Game Development II	4
	HCI Concentration Course	4		HCI Concentration Course	4
PHYS-1050	General Physics	4		HCI Concentration Course	4
GSAS -1600	History & Culture of Games	4		HASS Social Science Elective	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		HCI Concentration Course	4
	Free Elective	4		HCI Concentration Course	4
	Free Elective	4		Science Elective	4
Senior Year					
Fall Semester			Spring Semester		
	HASS Human Elective	4		HASS Depth Elective	4
GSAS -4940	GSAS Research Project	4		HCI Concentration Course	4
	HCI Concentration Course	4		HCI Concentration Course	4
	HASS Depth Elective	4		HCI Concentration Course	4

FOOTNOTES:

1. *Students with sufficient programming background may substitute another Computer Science course.*
2. *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.*