

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

<b>Freshman Year</b>					
<b>Fall Semester</b>			<b>Spring Semester</b>		
MATH-1500	Cal for Arch/Mgmt/HASS	4	GSAS -2520	Intro Game Storytelling	4
GSAS -2540	Intro to Game Programming	4		Science Elective	4
CSCI-1100	Computer Science	4		Math Elective	4
GSAS -1600	History & Culture of Games	4	GSAS -2510	Intro to Game Design	4
<b>Sophomore Year</b>					
<b>Fall Semester</b>			<b>Spring Semester</b>		
GSAS -4520	Game Development I	4	GSAS -4540	Game Development II	4
	MGMT Concentration Course	4		MGMT Concentration Course	4
GSAS -1040	Art for Interactive Media	4		MGMT Concentration Course	4
PHYS-1050	General Physics	4		Science Elective	4
<b>Summer Arch &amp; Junior Year</b>					
<b>Summer Arch Semester</b>			<b>Fall or Spring Semester*</b>		
	HASS Social Sci Elective	4	GSAS -4510	Experimental Game Design	4
	Free Elective	4		MGMT Concentration Course	4
	Free Elective	4		MGMT Concentration Course	4
	Free Elective	4		HASS Social Science Elective	4
<b>Senior Year</b>					
<b>Fall Semester</b>			<b>Spring Semester</b>		
	HASS Human Elective	4		HASS Depth Elective	4
GSAS -4940	GSAS Research Project	4		MGMT Concentration Course	4
	MGMT Concentration Course	4		MGMT Concentration Course	4
	HASS Depth Elective	4		MGMT 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).*