COMPUTER SCIENCE 2018-2019 B.S. Honors Degree Requirements Games/EAE emphasis

Advising: <u>ugrad-help@cs.utah.edu</u>. Schedule appointments online at cs.utah.edu Honors Degree requirements: 4 Honors Core, 3 Electives, 1 Thesis

PRE-MAJOR REQUIREMENTS:

The following requirements are restricted to FULL Majors:

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| C- or better required and a minimum 3.0 average GPA (overall and within pre-major courses) required to apply for full major status. | C- or better required in all CS &EAE courses. CR/NC grades not allowed for any major requirement. 2.5 GPA (overall & within CS) required to graduate. |
| 1. CS 1030, Foundations of CS(3) | MAJOR REQUIREMENTS: |
| 2. CS 1410, Object-Orient. Prog. (4) | |
| 3. CS 2420, Algrthm/Data Struct(4) | 1. CS 2100, Discrete Structures(3) |
| 4. Math 1210, Calculus I (QR)* | 2. CS 3500, Software Practice I |
| 5. Math 1220, Calculus II (QR)* | 3. CS 3505, Software Practice II |
| GENERAL EDU. REQUIREMENTS: | 4. CS 3810, Computer Organization (QI)(4 |
| | 5. CS 4150, Algorithms (QI) (3 |
| | 6. CS 4400, Computer Systems (QI) (4 |
| *Honors options also accepted for FF, HF, FF, IR and DV courses. See Honors advisor for requirements. | |
| 1. WRTG 2010, Intermediate Writing (WR2)*(3) | EAE REQUIREMENTS: |
| 2. FA 3600 or WRTG 4030 (CW)*(3) | 1 545 2660 34 444 |
| 3. American Institutions (AI)*(3) | 1. EAE 3660, Machinima(3 |
| (-1) | 2. EAE 3710, Traditional Game Development(3) |
| Six Intellectual Exploration (IE) courses required. TWO <u>must</u> be upper division (3000-level or above), ONE must satisfy the Diversity requirement and ONE must satisfy the International requirement. | 3. EAE 3720, Serious Game Development(3) |
| | AREA FOCUS ELECTIVES |
| 4. ART 1020 , Basic Drawing (FF):(3) | Choose ONE class from each of the FOUR FOCUS AREAS (4 classes total – 12 |
| 5. DES 2615, Intro to Design Thinking (FF):(3) | to 13 hours). Two 6000 level courses accepted toward Honors degree: |
| 6. Honors Intellectual Traditions (HF, HON):(3) | 1 AT/Analytics |
| 7. Honors Intellectual Traditions (HF, HON):(3) | 1. AI/Analytics: (3 CS 4300 (AI), CS 5140 (Data Mining), |
| (,,)(-) | |
| 8. Social/Behavioral Science (BF):* (3) | CS 5340 (NLP), CS5350 (Machine Learning) |
| 8. Social/Behavioral Science (BF):* 9. Social/Behavioral Science (BF):* (3) | 2. Core/Fundamentals: (3-4) |
| | CS 5150 (Adv Alg), CS 5460 (OS), CS 4470 (Compilers) |
| Upper Division (3000+ level IE) | 3. Human Centered Computing: (3 |
| Upper Division (3000+ level IE) | CS 3540 (HCI), CS 4530 (Mobile Apps), |
| • Diversity (DV)* | CS 4600 (Graphics), CS/EAE 4xxx (Game AI), |
| • International (IR)* | CS 5650 (Visual Perception) |
| | 4. Infrastructure:(3) |
| | CS 3470 (Scripting), CS 4440 (Security), |
| MATH / SCIENCE ELECTIVES: | CS 4480 (Networking), CS 5530 (Database) |
| C- or better required in all math/science courses. | Choose 2 more classes from ANY of the FOCUS AREAS ABOVE (6 to 7 hours): |
| Elective must be 3+ credits | 5. Area Focus Elective (3-4) |
| Accepted: Math, science or engineering courses with Math 1220 as a pre- or co-requisite (See DARS). Biol 1210, Chem 1210 also accepted. | 6. Area Focus Elective(3-4 |
| | THEORY RESTRICTED ELECTIVE |
| NOT Accepted: CS courses (except CS 3130). Math 2200, Math 3010. Math 2250 not accepted if Math 2270 and/or Math 2280 are taken. | Choose ONE: |
| Math 5010 and/or 3070 not accepted if CS 3130/ ECE 3530 is taken | |
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| 1. Physics 2210, Physics I*(4) | or |
| 2. Math 2270, Linear Algebra(4) | CS 3200, Scientific Computing (3 |
| 3. CS 3130, Eng Prob & Stats (QI)(3) | a |
| 4() | CAPSTONE REQUIREMENT |
| EAE CORE REQUIREMENTS: | 1. EAE 4500, Senior Project I(3 |
| C- or better required in all EAE courses. | 2. EAE 4510, Senior Project II |
| C- or benef required in an EAE courses. | 3. CS 4998, Honors Project Thesis (HON)(1) |
| 1. EAE 1050, Digital Content Creation(3) | |
| 2. EAE 2100, Intro to Game Design (4) | See the CS Undergraduate Handbook online for complete details |
| 3. EAE 3010, Assets Pipeline(3) | *Hanana antique available. Cas Hanana Adding for a service of |
| 5. Di 12 5010, Assets i penne(3) | *Honors options available. See Honors Advisor for requirements. |