

COMPUTER SCIENCE 2015-2016 B.S. Degree Requirements

Entertainment Arts & Engineering (EAE) emphasis

CS undergraduate advising: ugrad-help@cs.utah.edu or 801-581-8224

PRE-MAJOR REQUIREMENTS:

C- or better required and a minimum 3.0 average GPA (overall and within pre-major courses) required to apply for full major status.

1. EAE 1030, Foundations of CS _____ (3)
2. EAE 1410, Object-Orient. Prog. _____ (4)
3. EAE 2420, Algrthm/Data Struct. _____ (4)
4. Math 1210, Calculus I (QR) _____ (4)
5. Math 1220, Calculus II (QR) _____ (4)

GENERAL EDU. REQUIREMENTS:

Honors options also accepted for WR2, CW, and AI requirements. See minimum grade requirements in handbook.

1. Wrtg 2010, Intermediate Writing (WR2) _____ (3)
2. FA 3600, Writing for New Media (CW) _____ (3)
3. American Institutions (AI) _____ (3)

Six Intellectual Exploration (IE) courses required. TWO must be upper division (3000-level or above), ONE must satisfy the Diversity requirement and ONE must satisfy the International requirement.

4. ART 1020, Basic Drawing (FF): _____ (3)
5. Fine Arts (FF): _____ (3)

6. Humanities (HF): _____ (3)
7. Humanities (HF): _____ (3)

8. Social/Behavioral Science (BF): _____ (3)
9. Social/Behavioral Science (BF): _____ (3)

- Upper Division (3000+ level IE) _____
- Upper Division (3000+ level IE) _____
- Diversity (DV) _____
- International (IR) _____

MATH / SCIENCE ELECTIVES:

C- or better required in all math/ science courses.

ONE additional math/science elective is required (at least three credits). Choose any non-CS math or science class with Math 1220 (Calculus II) as a pre- or co-requisite. Physics 2220 will also be accepted. Math 2200, 3010, 5010, 3070 not allowed.

1. Physics 2210, Physics I _____ (4)
2. Math 2210, Calc III (QR) _____ (3)
3. CS 3130, Eng Prob & Stats (QI) _____ (3)
4. _____ ()

FILM REQUIREMENTS:

C- or better required in all FILM courses.

1. FILM 2700, Intro to Video Games _____ (3)
2. FILM 3500, Film Production _____ (4)

The following requirements are restricted to FULL Majors:

C- or better required in all CS, EAE & Film courses. CR/NC grades not allowed for any major requirement. 2.5 GPA (overall & within CS) required to graduate.

MAJOR REQUIREMENTS:

1. CS 2100, Discrete Structures _____ (3)
2. CS 3500, Software Practice I _____ (4)
3. CS 3505, Software Practice II _____ (3)
4. CS 3810, Computer Organization (QI) _____ (4)
5. CS 4150, Algorithms (QI) _____ (3)
6. CS 4400, Computer Systems (QI) _____ (4)

EAE REQUIREMENTS:

1. EAE 3600, 3D Modeling _____ (3)
2. EAE 3660, Machinima _____ (3)
3. CS 4300, Artificial Intelligence _____ (3)
4. CS 5530, Databases _____ (3)

5. Choose ONE: (If both classes are taken, one counts as a CS elective below)

CS 5460, Operating Systems _____ (4)

or

CS 5470, Compilers _____ (4)

CS ELECTIVE

Choose TWO: 4000+ level CS course (3-4 cr). Seminars and EAE courses not accepted. (Suggested: CS 4480, 4540, 4600, 5350, 5630)

1. _____ (3)
2. _____ (3)

SERIES REQUIREMENT:

Choose ONE:

ANIMATION SERIES

FILM 3610, Computer Animation I _____ (4)

FILM 3620, Computer Animation II _____ (4)

or

GAME DESIGN SERIES

FILM 3710, Traditional Game Development _____ (4)

FILM 3720, Alternative Game Development _____ (4)

THEORY RESTRICTED ELECTIVE

Choose ONE:

CS 3100, Models of Computation (QI) _____ (3)

or

CS 3200, Scientific Computing _____ (3)

CAPSTONE REQUIREMENT

1. EAE 4500, Senior Project I _____ (3)
2. EAE 4510, Senior Project II _____ (3)