



Department of Computer Science and
Information Technology College of Science, Technology,
Engineering, and Math (2025-26)

Suggested Curriculum Guide for BS Computer Science, Interactive Multimedia Concentration

Freshman (1st Semester) 16 hrs

GSD 101- Foundations of Learning	3
CSC 185- Intro to Computer Concepts	3
CSC 190- Object-Oriented Programming I	3
^G *MAT 234 (<i>fulfills Gen. Ed. 2</i>)- Calculus I	4
INF 123- Exploring Virtual Worlds	3
Gen. Ed. 1A (<i>ENG 101</i>)	3

Sophomore (1st Semester) 15 hrs

CSC 310- Data Structure	3
CSC 313- Database Systems	3
CSC 315- 3D Modeling	3
MAT 239- Linear Algebra & Matrices	3
Gen. Ed. 1B (<i>ENG 102</i>)	3

Junior (1st Semester) 17-18 hrs

CSC 338- Fundamentals of Cybersecurity	3
CSC 499- Computer Science Career Preparation	1
CSC 550- Graphics Programming	3
INF 391- Game level Design for _____	3
MUS 290 (<i>fall only</i>)- Film Scoring	2
^G PHY 201 (<i>fulfills Gen. Ed. 4</i>)- University Physics I	5

Senior (1st Semester) 15 hrs

CSC 491- Console Game Design	3
CSC 520 <u>or</u> 555- Multimedia Sys. & Forensics <u>or</u> Topics in Multimedia:	3
EET 252- Digital Electronics	3
Gen. Ed. 3B (<i>Humanities</i>) Course 1	3
Free Elective (<u>or</u> Gen. Ed 3A <i>if ART 100 is taken</i>)	3

Freshman (2nd Semester) 13 hrs

CSC 140- Introduction to Computer game Design	3
CSC 191- Object-Oriented Programming II	3
CSC 195- Intro to Discrete Structures	3
MAT 244- Calculus II	4

Sophomore (2nd Semester) 16 hrs

CSC 308- Mobile App Dev for iOS	3
CSC 316- 3D Game Engine Design	3
CSC 340- Ethics & Software Engineering	3
*STA 270- Applied Statistics I	4
Gen. Ed. 1C (<i>Oral Comm.</i>)	3

Junior (2nd Semester) 15 hrs

^G ART 200 (<i>fulfills Gen. Ed. 3A</i>) <u>or</u> ART 100 (<i>ART 100 does not fulfill Gen. Ed. 3A</i>)	3
^G BEM 200 (<i>fulfills Gen. Ed. 5B</i>)- Mass Media and Society	3
CSC 494, 495, <u>or</u> 496- Innovative Problem Solving, Independent Work, <u>or</u> Senior Seminar	1
†CSC Restricted Elective	3
Gen. Ed. 5B Course 2	3
Free Elective	2

Senior (2nd Semester) 12 hrs

CSC 491- Console Game Design	3
Gen Ed. 4 (<i>Nat. Sci.</i>)	3
Gen. Ed. 5A (<i>History</i>)	3
Gen. Ed. 3B Course 2	3

^G Denotes that 3 credit hours from this course are/can be applied to fulfill a Gen. Ed. requirement.

UNIVERSITY GRADUATION REQUIREMENTS

Total hours University Graduation Requirements

39 hours

MAJOR REQUIREMENTS

Core Courses

28 hours

CSC 185, CSC 190, CSC 191, CSC 195, CSC 308, CSC 310, CSC 313, CSC 338, CSC 340, CSC 499

Concentration Requirements

25 hours

CSC 140, CSC 315, CSC 316, CSC 491, CSC 550, CSC 520 or CSC 555

PLUS ONE (1) COURSE selected from CSC 300 level or above except for CSC 349. (restricted elective)

PLUS ONE (1) HOUR selected from:
CSC 494, CSC 495, CSC 496

Supporting Course Requirements

28-31 hours

ART 100 or ^GART 200, ^GBEM 200, EET 252, INF 123, INF 391, ^G*MAT 234, *MAT 239, *MAT 244, *MUS 290, ^G*PHY 201, STA 270

Free Electives

0 hours

Total Curriculum Requirements

120 hours