

2019-2020

Academic Worksheet

## APPLIED COMPUTER SCIENCE

GENERAL  
EDUCATION

Core Competencies

Breadth

Principles

Name \_\_\_\_\_

ID# \_\_\_\_\_ Matriculated \_\_\_\_\_

**Minimum Unit Requirement**      **120**

Major	65
General Education	49
Unrestricted Electives	6

**Pre-College Requirement:**

MATH 049 Elementary Algebra      3 \_\_\_\_\_

**Preparatory Requirements:**

WRIT 100 Bridge to Academic Writing      3 \_\_\_\_\_  
MATH 149 Intermediate Algebra      3 \_\_\_\_\_

**Applied Focus Concentrations:**

Select one concentration. Three courses are required in each concentration

**Interaction Design**

GDES 116 Typography 1  
GDES 256 Interaction Design 1  
Select one of the following:  
GDES 310 Information Design  
GDES 356 Interaction Design 2  
GDES 260 Typography 2

**Game Development**

GAME 101 Game Design Fundamentals  
GAME 221 Game Prototyping  
Select one of the following:  
GAME 240 Networked Game Development  
GAME 321 User Interface Design  
GAME 304 Sound Synthesis and Design

**Immersive and Experiential Design**

ARIA 114 Design Communication 1  
INAR 105 Design Studio 1  
Select one of the following:  
GDES 116 Typography 1  
GDES 256 Interaction Design  
ARIA 211 Design Communication 3

**Entertainment Technology**

FILM 110 Film Production 1  
ANIM 420 Effects Animation  
Select one of the following:  
FILM 115 Cinematography  
ANIM 262 Introduction to 3D Computer Animation  
Any course addressing storytelling or narrative studies

**1st YEAR**

			WU	TRANSFER
<b>Fall</b>				
CSMA 100	ACS Lecture Series 1	1	_____	_____
CSMA 101	Introduction to Programming	3	_____	_____
CSMA 102	Technology Art and Culture 2	3	_____	_____
FOUN 102	Design and Composition	3	_____	_____
WRIT 111	Academic Writing 1	3	_____	_____
MATH 249	College Algebra	3	_____	_____
<b>Spring</b>				
CSMA 111	Introduction to 3D Worlds	3	_____	_____
CSMA 112	Interactive Prototyping	3	_____	_____
CSMA 113	Mixed Reality	3	_____	_____
WRIT 112	Academic Writing 2	3	_____	_____
LSCI 105	Information Literacy	1	_____	_____
_____	Unrestricted Elective	3	_____	_____

**2nd YEAR**

			WU	TRANSFER
<b>Fall</b>				
CSMA 202	Intermediate Programming	3	_____	_____
CSMA 203	Digital Media	3	_____	_____
GDES 107	Digital Practice	3	_____	_____
MATH 251	Trigonometry	3	_____	_____
ARTH 204	History of Modern Art	3	_____	_____
<b>Spring</b>				
CSMA 212	Media Environments	3	_____	_____
CSMA 213	Artificial Intelligence	3	_____	_____
CSMA 214	Applied Mathematics	3	_____	_____
INDS 1	Interdisciplinary Core Course	3	_____	_____
COMM 120	Public Speaking	3	_____	_____
CSMA 215	Progress Portfolio	0	_____	_____

**3rd YEAR**

			WU	TRANSFER
<b>Fall</b>				
CSMA 302	Advanced Programming	3	_____	_____
GDES 396	User Experience Design	3	_____	_____
_____	Applied Focus Course 1	3	_____	_____
ENVT 220	Environmental Studies	3	_____	_____
COMM 235	Media Ethics	3	_____	_____
<b>Spring</b>				
CSMA 311	Design/Tech Exploration	3	_____	_____
CSMA 312	Mixed Reality 2	3	_____	_____
_____	Applied Focus Course 2	3	_____	_____
INDS 3	Interdisciplinary Course	3	_____	_____
_____	Natural Science Course w Lab	3	_____	_____
_____	Work Experience	0	_____	_____

**4th YEAR**

			WU	TRANSFER
<b>Fall</b>				
CSMA 400	Research Seminar	3	_____	_____
CSMA 401	Thesis 1	3	_____	_____
_____	Applied Focus Course 3	3	_____	_____
3	General Education Elective	3	_____	_____
_____	Social Science Course	3	_____	_____
<b>Spring</b>				
CSMA 402	Thesis 2	4	_____	_____
CSMA 422	Professional Practices	3	_____	_____
_____	General Education Elective	3	_____	_____
_____	Unrestricted Elective	3	_____	_____