CSCI-MS
Selected Curriculum for

Interest in Game Programming
Advising Sheet

Computer Science master’s students are required to take one course from each of the four groups listed below.

**Group “A”**
- ☐ CSCE 5430 Software Engineering
- ☐ CSCE 5450 Programming Languages
- ☐ CSCE 5650 Compiler Design

**Group “B”**
- ☐ CSCE 5580 Computer Networks
- ☐ CSCE 5610 Computer System Architecture
- ☐ CSCE 5640 Operating Systems Design

**Group “C”**
- ☐ CSCE 5150 Analysis of Algorithms
- ☐ CSCE 5170 Graph Theory
- ☐ CSCE 5400 Automata Theory

**Group “D”**
- ☐ CSCE 5210 Artificial Intelligence
- ☐ CSCE 5350 Fundamentals of Database Systems
- ☐ CSCE 5550 Computer Security

**Suggested Courses:**
- ☐ CSCE 5210 Artificial Intelligence 3 sch
- ☐ CSCE 5220 Computer Graphics 3 sch
- ☐ CSCE 5230 Methods of Numerical Computations 3 sch
- ☐ CSCE 5250 Introduction to Game Programming 3 sch
- ☐ CSCE 5260 3D Game Programming 3 sch
- ☐ CSCE 5265 Advanced Topics in Game Development 3 sch
- ☐ CSCE 5420 Software Development 3 sch
- ☐ CSCE 5430 Software Engineering 3 sch
- ☐ CSCE 5580 Computer Networks 3 sch
- ☐ CSCE 5610 Computer Systems Architecture 3 sch

**Major Professors Comments/Suggestions:**

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- For MS with thesis, the total number of hours required is 30.
- For MS without thesis, the total number of hours required is 36.
- To continue in good standing, a student must maintain a 3.0 GPA overall.
- Only one unorganized course (not less than 3 sch), and up to 2 Internship courses (max 2 each) may be placed on the MS degree plan. All outside courses must have prior approval by the student’s major professor with a justification written on the back of the degree plan.