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 organized 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.