

GEORGE MASON UNIVERSITY
VOLGENAU SCHOOL OF ENGINEERING
B.S. DEGREE IN APPLIED COMPUTER SCIENCE (COMPUTER GAME DESIGN CONCENTRATION)
(4300 Nguyen Engineering Building, 703-993-1530)
<http://cs.gmu.edu/programs/undergraduate/acs/>
2014-2015 CATALOG

	<u>Department(s) & Course #(s)</u>	<u>Completed/ Grade(s)</u>	<u>Needed</u>
<u>MASON CORE REQUIREMENTS (21)</u>			
a. Written Communication: ENGH 101 (100), ENGH 302 (C or better) (3,3)		___ ___	___ ___
b. Oral Communication: COMM 100 (3)		___ ___	___ ___
c. Quantitative Reasoning (satisfied by completion of major requirements)		___ ___	___ ___
d. Literature (3)	_____	___ ___	___ ___
e. Arts (satisfied by completion of major requirements)		___ ___	___ ___
f. Western Civilization (HIST 100, 125, or acceptable transfer course) (3)	_____	___ ___	___ ___
g. Social & Behavioral Science (3)	_____	___ ___	___ ___
h. Natural Science (satisfied by completion of major requirements)		___ ___	___ ___
i. Global Understanding (3)	_____	___ ___	___ ___
j. Information Technology (satisfied by completion of major requirements)		___ ___	___ ___
k. Synthesis (3) (satisfied by completion of major requirements)		___ ___	___ ___

Go to: <http://provost.gmu.edu/gened/general-education-requirements/> to link to information on Mason Core requirements.

MAJOR REQUIREMENTS (96 hours required)

ACS Foundation Courses (24)			
a. CS 101, 105 (2,1)		a. ___ ___	___ ___
b. CS 112, 211 (4,3)		b. ___ ___	___ ___
c. MATH 113, 114 (4,4)		c. ___ ___	___ ___
d. MATH 125, 203 (3,3)		d. ___ ___	___ ___
ACS Core (22)			
a. ECE 301, CS 262 (3,1)		a. ___ ___	___ ___
b. CS 310, 321 (3,3)		b. ___ ___	___ ___
c. CS 330, 367 (3,3)		c. ___ ___	___ ___
d. CS 465, 483 (3,3)		d. ___ ___	___ ___
ACS Elective (3)			
a. One CS course numbered above 400 (3) CS _____		a. _____	___ ___
<u>COMPUTER GAME DESIGN CONCENTRATION (47)</u>			
a. CS 225, 325 (3,3)		a. ___ ___	___ ___
b. CS 306, 351 (3,3)		b. ___ ___	___ ___
c. AVT 104 (4)		c. _____	___ ___
d. STAT 344 (3)		d. _____	___ ___
e. CS 425, 426 (3,3)		e. ___ ___	___ ___
f. CS 451 (3)		f. _____	___ ___
g. AVT 382, 383 (4,4)		g. ___ ___	___ ___
h. One approved elective related to game design (3-4) (circle choice) Chosen from: CS 332, 455, 475, 480, 485; SWE 432; GAME 332; AVT 370, 374, 487		h. ___ ___	___ ___
i. PHYS 160/161 & one additional lab science (list course) (3/1, 4)		i. ___ ___	___ ___

GENERAL ELECTIVES (List courses)

MATH 104, MATH 105, and MATH 108 cannot be counted toward this degree.

MINIMUM HOURS TO GRADUATE: 120

UPPER DIVISION HOURS (minimum 45):

This planning form is intended to be used in consultation with your academic advisor and reflects the requirements for the 2014-2015 Catalog; the University Catalog is the official reference for program requirements.

COURSE LISTS (APPLIED COMPUTER SCIENCE, COMPUTER GAME DESIGN CONCENTRATION)

Mason Core Requirements

Written Communication: ENGH 101 (or 100) and ENGH 302

Oral Communication: COMM 100

Quantitative Reasoning: MATH 113. The Math Placement Test is required to take a MATH course. See this web site for more information: http://math.gmu.edu/placement_test.htm

Literature: ARAB 325; CHIN 310, 311, 325, 328; CLAS 250, 260, 340, 350, 360, 380; ENGH 201, 202, 203, 204; FREN 325, 329; FRLN 330; GERM 325; ITAL 320, 325; JAPA 340; PHIL 253; RELI 235; RUSS 325, 326, 327; SPAN 325

Arts: AVT 104

Western Civilization: HIST 100 or 125; transfer students may substitute: the following courses for HIST 100: HIST 101, 102, 301, 302, 304, 305, 306, 308, 309, 312, 314, 322, 388, 435, 436, 480; and the following courses for HIST 125: HIST 202, 387.

Social and Behavioral Sciences: AFAM 200; ANTH 114, 120, 135, 396; CONF 101; CONS 410; CRIM 100; ECON 100, 103, 104, 105, 110, 111 (110 and 111 must be taken together); EDUC 372; GGS 103; GOVT 101, 103, 367; HEAL 230; HIST 121, 122; LING 306; PSYC 100, 211, 231; SOCI 101, 352, 355; SOM 100; TOUR 311; WMST 200

Natural Sciences: PHYS 160/161 & one of the following: ASTR 111/112, 113/114, 115; BIOL 103, 104; BIOL 213; CDS 101/102; CHEM 103, 104, 155; CHEM 211, 251; CLIM 102, 111/112; EVPP 110, 111; GGS 121; GEOL 101; PHYS 260/261

Global Understanding: ANTH 302, 304, 306, 307, 308, 309, 311, 312, 313, 316, 331, 332, 385; ARTH 319, 320, 380, 382, 383, 384, 385, 386; CEIE 100; COMM 305, 456; CRIM 405; DANC 118, 318, 418; ECON 360, 361, 362, 380, 390; ENGH 362, 366; GCH 205; GGS 101; GLOA 101; GOVT 132, 133; HIST 130, 251, 252, 261, 262, 271, 272, 281, 282, 328, 329, 356, 358, 360, 364, 365, 387, 460, 462; JAPA 310; MSOM 305; MUSI 103, 431; PHIL 243; PSYC 379; RELI 100, 211, 212, 313, 315, 341, 374; RUSS 354; SOCI 120, 320, 332; SPAN 322; SYST 202; THR 359, TOUR 210; WMST 100

Information Technology: CS 105 and CS 112

Synthesis: CS 306