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/
2016-2017 CATALOG

	Department(s) & Course #(s)	Completed/ Grade(s)	Needed
MASON CORE REQUIREMENTS (21)			
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)			

Applied Computer Science majors must take the Natural Sciences section of ENGH 302.
Go to: http://masoncore.gmu.edu/ to link to information on Mason Core requirements.

MAJOR REQUIREMENTS (95 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 (23)			
a. ECE 301, CS 262 (3,2)		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 except CS 498 (3) CS_____		a. _____	_____
COMPUTER GAME DESIGN CONCENTRATION (45)			
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 (3,3)		g. ___ ___	___ ___
h. One approved elective related to game design (3) (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.

Students must take CS 101 within their first year at the university. Students should take CS 105 during their second semester. A grade of C or better must be earned in CS 306 for this course to satisfy the Mason Core synthesis requirement.

Students must earn a C or better in any course intended to satisfy a prerequisite for a computer science course. Computer science majors may not use more than one course with grade of C- or lower toward department requirements.

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 2016-2017 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 MATH 113. See this web site for more information: **http://math.gmu.edu/placement_test.php**

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; KORE 311; 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, 436, 480; and the following courses for HIST 125: HIST 202, 387.

Social and Behavioral Sciences: AFAM 200; ANTH 114, 120, 135, 363, 372, 396; BUS 100; CONF 101; CONS 410; CRIM 100; ECON 100, 103, 104, 105, 367; EDUC 203, 372; GGS 103; GOVT 101, 103, 367; HEAL 230; HIST 121, 122; LING 306; PSYC 100, 211, 231; SOCI 101, 352, 355; 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 103,104,155,156; CHEM 211/213, 212/214, 251; CLIM 102, 111/112; EVPP 110,111; GEOL 101,102; GGS 121; PHYS 260/261

Global Understanding: ANTH 302, 306, 307, 308, 309, 311, 312, 313, 316, 331, 332; ARTH 319, 320, 380, 382, 383, 384, 385, 386; BUS 200; CEIE 100; COMM 305, 456; CRIM 405; DANC 118, 318, 418; ECON 360, 361, 362, 380, 390; ENGH 362, 366; FAVS 300; FRLN 331; GCH 205; GGS 101; GLOA 101; GOVT 132, 133; HIST 251, 252, 261, 262, 271, 272, 281, 282, 328, 329, 356, 357, 358, 360, 364, 365, 387, 460, 462; JAPA 310; MBUS 305; MUSI 103, 431; PHIL 243; PSYC 379; RELI 100, 211, 212, 313, 315, 320, 322, 341, 374; RUSS 354; SOCI 120, 320, 332; SPAN 322, 466; SYST 202; THR 359, TOUR 210; WMST 100

Information Technology: CS 105 and CS 112

Synthesis: CS 306