

COMPUTER SCIENCE - GAME DEVELOPMENT (BACHELOR OF SCIENCE)

The Computer Science major emphasizes the development of large software systems. It consists of prescriptive courses and elective courses.

Course	Title	Credits
Prescriptive Courses		
CS 230	Fundamentals of Computing	3
CS 231	Computer Programming I	3
CS 232	Computer Programming II	3
CS 234	Discrete Computational Structures	3
CS 304	Technical Writing for Computer Science (WI)	3
CS 310	Software Engineering I	3
CS 331	Data Structures and Algorithms	3
CS 333	Computer Organization and Architecture	3
CS 350	Fundamentals of Computer Operating Systems	3
CS 450	Computer Networking	3
CS 462	Ethics and Legal Issues (WI)	3
CS 488	Database Systems	3
CS 491	Software Engineering II	3
Game Development		
CS 339	Game Design I	3
CS 439	Game Design II	3
Select two of the following: 6		
CS 430	Human-Computer Interaction	
CS 432	Computer Graphics	
CS 444	Artificial Intelligence	

Courses in the major may not be taken until all prerequisites are completed with a grade of "C" or better.

In addition to the major courses, support courses required are:

Course	Title	Credits
MS 125	Calculus I	4
MS 126	Calculus II	4
MS 302	Applied Probability and Statistics	3
MS 352	Linear Algebra	3

Note: This schedule reflects the computer science program beginning with MS 125 Calculus I (4). Freshman computer science majors needing additional preparation before beginning calculus will be placed in the appropriate algebra or precalculus courses that provide this preparation. See advisor.

In addition to courses noted below, candidates for graduation must successfully complete all JSU Academic Regulations. More information about general education requirements can be found in the Summary of Degrees/Requirements (<https://catalog.jsu.edu/undergraduate/summary-degrees-requirements/>) section of the catalog.

Freshman		Hours
Fall		
EH Composition sequence		3
Natural Science sequence		4
CS 201	Introduction to Information Technology	3
CS 230	Fundamentals of Computing	3
SSC 101	First Year Experience	0
Hours		13
Spring		
EH Composition sequence		3
EH 141	Speech	3
Natural Science sequence		4
CS 231	Computer Programming I	3
CS 234	Discrete Computational Structures	3
Hours		16
Sophomore		
Fall		
Fine Arts		3
MS 125	Calculus I	4
History		3
CS 232	Computer Programming II	3
CS 304	Technical Writing for Computer Science (WI)	3
Hours		16
Spring		
MS 126	Calculus II	4
History/Social/Behavioral Science ¹		3
CS 310	Software Engineering I	3
CS 331	Data Structures and Algorithms	3
CS 333	Computer Organization and Architecture	3
Hours		16
Junior		
Fall		
Literature		3
Social/Behavioral Science		3
CS 488	Database Systems	3
Computer Science Electives ²		3
MS 302	Applied Probability and Statistics	3
Hours		15
Spring		
Humanities & Fine Arts ¹		3
Social/Behavioral Science		3
CS 350	Fundamentals of Computer Operating Systems	3
CS 491	Software Engineering II	3
MS 352	Linear Algebra	3
Hours		15
Senior		
Fall		
CS 450	Computer Networking	3
Computer Science Electives ²		3
Electives		8
Hours		14
Spring		
CS 462	Ethics and Legal Issues (WI)	3
Computer Science Electives ²		3
Computer Science Electives ²		3
Electives		6
Hours		15
Total Hours		120

2 Computer Science - Game Development (Bachelor of Science)

¹ Either a history sequence or a literature sequence is required.

² Game Development Courses: CS 339 Game Design I (3), CS 439 Game Design II (3), and two of the following: CS 430 Human-Computer Interaction (3), CS 432 Computer Graphics (3), or CS 444 Artificial Intelligence (3)