

# CSCI-MS

## Graduate Track/Specialty Area

### Worksheet

Name of Track:                     **Game Programming**                    

Faculty Member(s) using track:           **Ian Parberry**                    

**Required Courses for all Tracks:** *4 credits (Algorithms and 1-hour seminar course) are required for all tracks.*

Course Number	Course Name	Credits	Semester Taken
<b>CSC 5020</b>	Current Research in CSE	1	
<b>CSC 5150</b>	Analysis of Computer Algorithms	3	

**Track Core Courses:** *Each track will require a minimum of 9 credits to be chosen from a list of at least 3 courses. This list may include specific courses that students must take, provide a choice between a short list of courses, or any combination thereof.*

**Core Courses Required:**           **3**                    

Course Number	Course Name	Credits	Semester Taken
<b>CSC 5250</b>	Introduction to Game Programming	3	
<b>CSC 5260</b>	3D Game Programming	3	
<b>CSC 5265</b>	Advanced Topics in Game Development (currently offered as special topics)	3	

**Track Supporting Courses:** *Tracks are expected to provide a list of supporting courses. Tracks may require a student to take courses from the supplemental list based on the following:*

- for thesis option: *The maximum number of required courses across the track (**core and supporting**) should not exceed 15 credits (not including thesis). For MS with thesis, the total number of hours required is 31. This leaves a minimum of 6 credit hours free for the student to choose. One 6000 level course must be included on your degree plan.*
- for course option: *The maximum number of required courses across the track (**core and supporting**) should not exceed 21 credits. For MS without thesis, the total number of hours required is 37. This leaves a minimum of 12 credit hours free for the student to choose. One 6000 level course must be included on your degree plan.*

**Supporting Courses Required:**           **2**                     *(may include core courses not selected)*

Course Number	Course Name	Credits	Semester Taken
<b>CSC 5210</b>	Artificial Intelligence	3	
<b>CSC 5220</b>	Computer Graphics	3	
<b>CSC 5420</b>	Software Development	3	
<b>CSC 5580</b>	Computer Networks	3	
<b>CSC 5610</b>	Computer System Architecture	3	

**Total Required Courses for Track/Specialty Area:**           **5**