

CSCI-MS

Graduate Track/Specialty Area

Worksheet

Name of Track: **Game Programming**

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

Required Courses for all Tracks: *3 credits (Algorithms) are required for all CSCI tracks.*

Course Number	Course Name	Credits	Semester Taken
CSCE 5150	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
CSCE 5250	Introduction to Game Programming	3	
CSCE 5260	3D Game Programming	3	
CSCE 5265	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 30. 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 36. 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
CSCE 5210	Artificial Intelligence	3	
CSCE 5220	Computer Graphics	3	
CSCE 5420	Software Development	3	
CSCE 5580	Computer Networks	3	
CSCE 5610	Computer System Architecture	3	

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