

CSCI-MS
Selected Curriculum for

Interest in Game Programming
Advising Sheet

Computer Science master's students are required to take one course from each of the four groups listed below.

Group "A"

- CSCE 5430 Software Engineering
- CSCE 5450 Programming Languages
- CSCE 5650 Compiler Design

Group "C"

- CSCE 5150 Analysis of Algorithms
- CSCE 5170 Graph Theory
- CSCE 5400 Automata Theory

Group "B"

- CSCE 5580 Computer Networks
- CSCE 5610 Computer System Architecture
- CSCE 5640 Operating Systems Design

Group "D"

- CSCE 5210 Artificial Intelligence
- CSCE 5350 Fundamentals of Database Systems
- CSCE 5550 Computer Security

Suggested Courses:

- | | | | |
|--------------------------|------------------|-------------------------------------|-------|
| <input type="checkbox"/> | CSCE 5210 | Artificial Intelligence | 3 sch |
| <input type="checkbox"/> | CSCE 5220 | Computer Graphics | 3 sch |
| <input type="checkbox"/> | CSCE 5230 | Methods of Numerical Computations | 3 sch |
| <input type="checkbox"/> | CSCE 5250 | Introduction to Game Programming | 3 sch |
| <input type="checkbox"/> | CSCE 5260 | 3D Game Programming | 3 sch |
| <input type="checkbox"/> | CSCE 5265 | Advanced Topics in Game Development | 3 sch |
| <input type="checkbox"/> | CSCE 5420 | Software Development | 3 sch |
| <input type="checkbox"/> | CSCE 5430 | Software Engineering | 3 sch |
| <input type="checkbox"/> | CSCE 5580 | Computer Networks | 3 sch |
| <input type="checkbox"/> | CSCE 5610 | Computer Systems Architecture | 3 sch |

Major Professors Comments/Suggestions:

- *For MS with thesis, the total number of hours required is 30.*
- *For MS without thesis, the total number of hours required is 36.*
- *To continue in good standing, a student must maintain a 3.0 GPA overall.*
- *Maximum of one CSCE 5934 Directed Study and/or CSCE 5900-5930 Special Problems course is permitted and the CSCE 5932 Internship course may not be included on the degree plan.*