## Graduate Track/Specialty Area

Return completed form to your Graduate Professor  Please Print			
Name of Track:	Game Programming		
Faculty Member(s) using track: Ian Parberry			
Course Number	all Tracks: 4 credits (Algorithms and 1-hour seminar course) are requir  Course Name	ed for all tracks. Credits	Semester Taken
CSCE 5020	Current Research in CSE	1	
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:			
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	
supplemental list based for thesis op (not includin for the studen for course op	tion: The maximum number of required courses across the tra g thesis). For MS with thesis, the total number of hours requi	ck (core and suppored is 31. This leave.	ting) should not exceed 15 credits a minimum of 6 credit hours free ting) should not exceed 21 credits.
Supporting Courses Required: (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 Co	ourses for Track/Specialty Area: 5		
Major Professor: _			
Graduate Coordinator:Date:Dr. Armin Mikler			

Dr. Krishna Kavi

Department Chair:

Date: