

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.*
- *Only one organized course (not less than 3 sch), and up to 2 Internship courses (max 2 each) may be placed on the MS degree plan. All outside courses must have prior approval by the student's major professor with a justification written on the back of the degree plan.*