

BELHAVEN UNIVERSITY

CHECKLIST FOR GRADUATION REQUIREMENTS IN **COMPUTER SCIENCE: GAME DESIGN**

BACHELOR OF SCIENCE

Minimum of 124 credit hours required for graduation

NAME _____

ID# _____

General Education	34 hours
Major	62 hours
General Electives	28 hours
Total	124 hours

FRESHMAN YEAR (FALL):

BU 101 or 102 BU Basics/Transfer Success	(1) _____
BIB 220 Exploring the Old Testament	(3) _____
ENG 101 Freshman English	(3) _____
CSC 185 or MAT 185 Overview	(1) _____
CSC 111 Programming Fundamentals*	(3) _____
CSC 112 Programming Fundamentals Lab*	(1) _____
MAT 207 Calculus I*	(3) _____

Total: 15

FRESHMAN YEAR (SPRING):

BIB 221 Exploring the New Testament	(3) _____
ENG 102 Freshman English II*	(3) _____
CSC 121 Interactive Programming*	(3) _____
CSC 122 Interactive Programming Lab*	(1) _____
MAT 208 Calculus II*	(3) _____
General Elective	(3) _____

Total: 16

SOPHOMORE YEAR (FALL):

ENG 225 Ancient Literature*	(3) _____
HIS 225 Ancient History*	(3) _____
HUM 225 Biblical Themes I*†	(1) _____
CSC 221 Effective Programming*	(3) _____
CSC 222 Effective Programming Lab*	(1) _____
SCI 201 STEM Seminar 1	(1) _____
GDM 133 Intro to Games (RIZE)	(3) _____

Total: 15

SOPHOMORE YEAR (SPRING):

ENG 226 Enlightenment to 21 st Century*	(3) _____
HIS 226 Enlightenment to 21 st Century*	(3) _____
HUM 226 Biblical Themes II*†	(1) _____
CSC 372 Organization & Language*	(3) _____
SCI 202 STEM Seminar II	(1) _____
MAT 303 Discrete Math*	(3) _____
GDM 134 Content and Systems Designs (RIZE)	(3) _____

Total: 17

†Transfer students take WVC 302 instead of HUM 225 and 226

JUNIOR YEAR (FALL):

MAT 305 or 311 Statistics/Linear Algebra*	(3) _____
GDM 233 Unity I (RIZE)	(3) _____
SCI 125 or 126 Gen Ed Science	(4) _____
CSC 301 Computing Ethics*	(3) _____
General Elective	(3) _____

Total: 16

JUNIOR YEAR (SPRING):

CSC 231 Data Structures and Algorithms*	(3) _____
GDM 234 C# Programming (RIZE)	(3) _____
General Elective	(3) _____
General Elective	(3) _____
General Elective	(3) _____

Total: 15

SENIOR YEAR (FALL):

CSC 441 Topics in CSC Research I*	(1) _____
GDM 333 Adv. Unity Programming (RIZE)	(3) _____
CSC 411 Software Architecture*	(3) _____
MAT 305 or 311 Statistics/Linear Algebra*	(3) _____
General Elective	(3) _____
General Elective	(3) _____

Total: 16

SENIOR YEAR (SPRING):

WVC 401 Kingdom Life*	(3) _____
CSC 442 Computer Science Project*	(1) _____
CSC 421 Operating Systems*	(3) _____
General Elective	(3) _____
General Elective	(3) _____
General Elective	(1) _____

Total: 14

***Course has prerequisites; Please see catalogue for details**