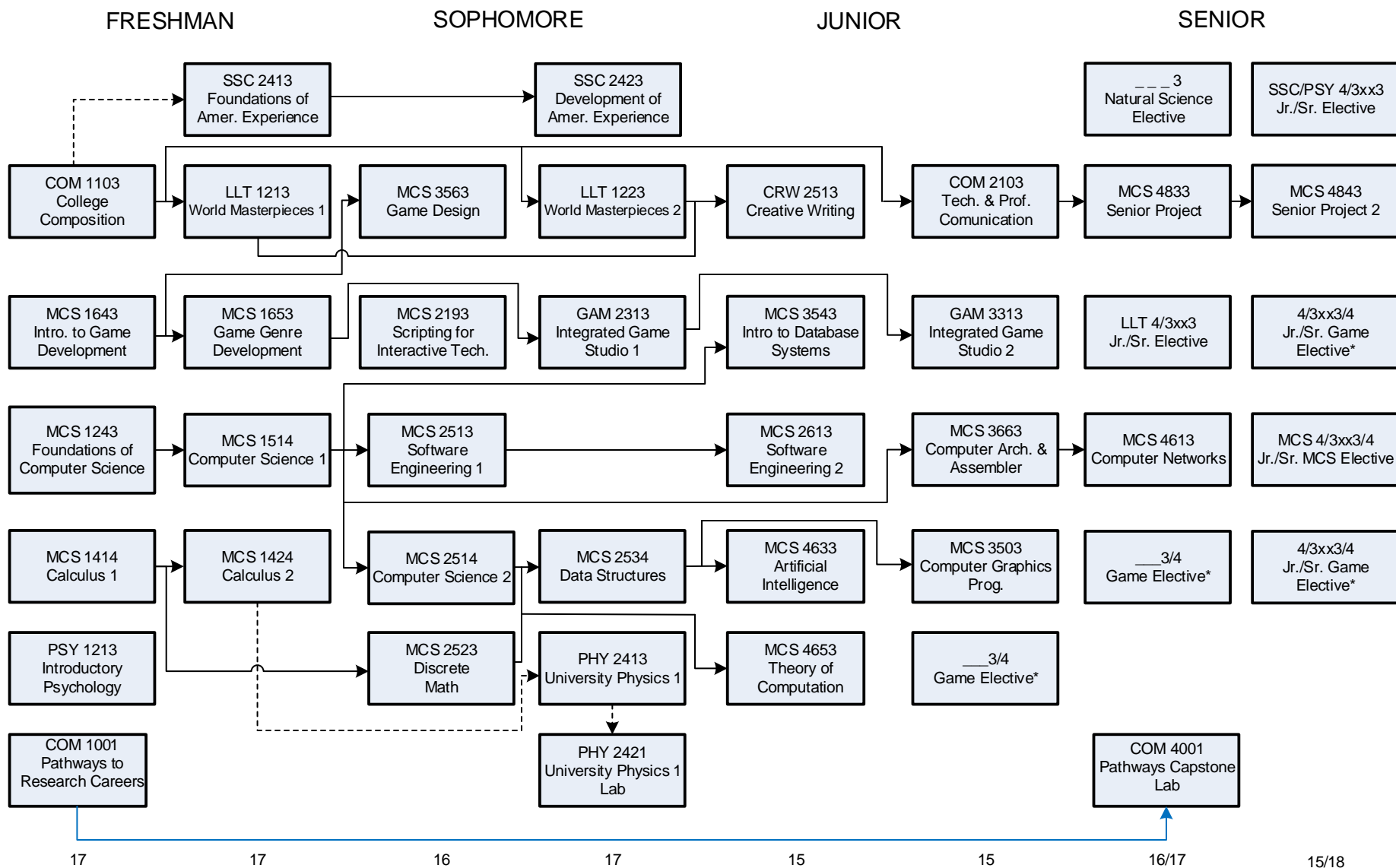


BACHELOR OF SCIENCE IN COMPUTER SCIENCE with a concentration in Game Software Development

PROGRESSION FLOWCHART



*From this list: MCS 2414 Calculus 3, MCS 3403 Probability and Statistics, MCS 3683 Principles of Computer Animation, TIE 4923 Game Audio 1, TIE 4923 Game Audio 2, GAM 2213 History of Game Design, GAM 2133 3D Environment Modeling, GAM 3993 Special Topics in Game Design

128-132 credits

Name _____ I.D. No. _____