

Total Degree Credit Hours: 120

(See Degreeworks for Prerequisites)

	Composition I	3	
	Composition II	3	
	Precalculus / Trigonometry	3	

All Area A courses must be completed within the first 30 credit hours with a grade of C or higher.

	Contemporary Economic Issues	2	
	Human Communication	3	

COM 1100 is essential for Software Engineering majors.

	<i>or</i>	3	
	<i>or</i>	3	

Choose one course from each area.

	Calculus I	4	
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or

~~Calculus II~~ ~~or~~ ~~Calculus III~~

	Calculus II	3	
	<i>or</i> Calculus III	3	
	<i>or</i> Calculus III	3	
	<i>or</i>	3	

Choose one course from each area for E-2, E-3, & E-4.

Prerequisites

Programming & Problem Solving I	Co-req w/ MATH 1112, 1113, 1190 or CSE 1300	4	
Programming & Problem Solving II	Minimum grade of 'B' in CSE 1321/L	4	
Discrete Mathematics <i>or</i> Discrete Structures for Computing	MATH 1112/1113/1190	3	
	MATH 1112/1113/1190 & CSE 1321/L		
Probability and Data Analysis	MATH 1190	3	
Fundamentals of Game Design	CSE 1322/L	3	
	See Area D Science requirement	1	

CSE 1321/L and CSE 1322/L must have a minimum grade of 'B.'

Upon completing CSE 1322/L with a minimum grade of 'B,' students should request to have their major changed to the fully admitted Computer Game Design & Development major.

is highly recommended for students who are new to programming.

