# B.S. Computer Science, Graphics Concentration

## Starting as CS&E General with MAT 050

### Fall 2017

<table>
<thead>
<tr>
<th>Semester</th>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>Freshman</td>
<td>CSC 120 Intro. to Computer Science &amp; Metacognition</td>
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<tr>
<td>Fall</td>
<td>MAT 050 [does count towards graduation]</td>
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<tr>
<td>Fall</td>
<td>ENG114 WIFYS</td>
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<td>Gen Ed 1</td>
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<td>HIS 105 Historical Foundations of Global Cultures</td>
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<td>CSC 111 Computer Science II</td>
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<td>Gen Ed 3</td>
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<tr>
<td>Sophomore</td>
<td>Two Semester Science Sequence I</td>
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<tr>
<td>Junior (Even AY)</td>
<td>SWE 200 Design Patterns</td>
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<tr>
<td>Junior (Even AY)</td>
<td>CMPE 220 Computer Organization</td>
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<td>Junior (Even AY)</td>
<td>MAT 211 Calculus 1</td>
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<td>Gen Ed 6</td>
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<tr>
<td>Junior (Odd AY)**</td>
<td>CSC 350 Intro. to Computer Graphics</td>
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<td>Senior (Odd AY)**</td>
<td>MAT 318 Elementary Linear Algebra</td>
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<tr>
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<td>CSC 361 Video Game Programming</td>
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<td>Senior++ (Even AY)*</td>
<td>CSC 499 Sr. Research II</td>
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<td>Senior++ (Even AY)*</td>
<td>Interdisciplinary Elective</td>
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<tr>
<td>Junior (Odd AY) **</td>
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<td>Junior (Odd AY) **</td>
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<td>Junior (Odd AY) **</td>
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<td>Junior (Odd AY) **</td>
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<tr>
<td>Senior (Even AY)*</td>
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<td>Senior (Even AY)*</td>
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<tr>
<td>Senior++ (Odd AY)**</td>
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### Spring

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<td>Senior++ (Odd AY)</td>
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<tr>
<td>Senior++ (Odd AY)</td>
<td>Interdisciplinary Elective</td>
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</tbody>
</table>

1 Recommendation: take CSC 111 in the summer between freshmen & sophomore year to get back on track for graduation. CSC 111 is typically not offered at Shippensburg.

* (Even AY) Academic years that have an even fall: 2018-2019, 2020-2021, 2022-2023

** (Odd AY): Academic years that have an odd fall: 2017-2018, 2019-2020, 2021-2022