

## BS in Digital Gaming and Simulation (11.0804)

This table shows a sample recommended course sequence for this degree based on the UHV 2022-23 Catalog. Students should verify degree requirements and registration plans with an advisor to ensure accuracy. Please note that some degrees and colleges have specific GPA and other requirements. Courses with asterisks (\*) indicate Common Core courses.

| First Year (Freshman)   |           |                                  |                     |           |                                 |
|-------------------------|-----------|----------------------------------|---------------------|-----------|---------------------------------|
| SEMESTER 1              | SCH       | ACGM                             | SEMESTER 2          | SCH       | ACGM                            |
| CORE 020: MATH 1314     | 3         | College Algebra                  | MATH 1324           | 3         | Finite Math                     |
| CORE 010: ENGL 1301     | 3         | Composition I                    | CORE 030:           | 3         |                                 |
| CORE 090: COSC 1301     | 3         | Technology and Problem Solving   | CORE 030:           | 1         |                                 |
| COSC 1336               | 3         | Programming Fundamentals I       | COSC 1337           | 3         | Programming Fundamentals II     |
| COSC 1136               | 1         | Programming Fundamentals I Lab   | COSC 1137           | 1         | Programming Fundamentals II Lab |
| UNIV 1300               | 3         | First-Year Seminar               | CORE 010: ENGL 1302 | 3         | Composition II                  |
|                         |           |                                  | CORE 090: SPCH 1315 | 3         | Fundamentals of Public Speaking |
| <b>Total Hours</b>      | <b>16</b> |                                  | <b>Total Hours</b>  | <b>17</b> |                                 |
|                         |           |                                  |                     |           |                                 |
| Second Year (Sophomore) |           |                                  |                     |           |                                 |
| SEMESTER 1              | SCH       | ACGM                             | SEMESTER 2          | SCH       | ACGM                            |
| MATH 3321               | 3         | Gaming Math for Non-Programmer   | MATH 3361           | 3         | Linear Algebra                  |
| COSC 3317               | 3         | Object Oriented Programming      | COSC 3333           | 3         | Data Structures and Algorithms  |
| COSC 3331               | 3         | Data Structures and Algorithms I | CORE 030:           | 3         |                                 |
| CORE 030:               | 3         |                                  | CORE 070:           | 3         |                                 |
| CORE 030:               | 1         |                                  | CORE 060: HIST 1301 | 3         | U.S. History I                  |
| MATH 3362               | 3         | Discrete Structures              |                     |           |                                 |
| <b>Total Hours</b>      | <b>16</b> |                                  | <b>Total Hours</b>  | <b>15</b> |                                 |
|                         |           |                                  |                     |           |                                 |



| Third Year (Junior)        |           |                      |                            |           |                 |
|----------------------------|-----------|----------------------|----------------------------|-----------|-----------------|
| SEMESTER 1                 | SCH       | ACGM                 | SEMESTER 2                 | SCH       | ACGM            |
| ENGL 3430                  | 3         | Professional Writing | CORE 050:                  | 3         |                 |
| GMNG 3310                  | 3         | 3D Modeling          | CORE 040:                  | 3         |                 |
| MG1: Gaming Group A        | 3         |                      | MG2: Gaming Group B        | 3         |                 |
| CORE 070:                  | 3         |                      | EG1: Gaming Elective Group | 3         |                 |
| CORE 080:                  | 3         |                      | CORE 060: HIST 1302        | 3         | U.S. History II |
| <b>Total Hours</b>         | <b>15</b> |                      | <b>Total Hours</b>         | <b>15</b> |                 |
| Fourth Year (Senior)       |           |                      |                            |           |                 |
| SEMESTER 1                 | SCH       | ACGM                 | SEMESTER 2                 | SCH       | ACGM            |
| MG1: Gaming Group A        | 3         |                      | MG2: Gaming Group B        | 3         |                 |
| EG1: Gaming Elective Group | 3         |                      | GMNG 4340                  | 3         | Senior Project  |
| GMNG 4322                  | 3         |                      | LG2: All UHV Classes       | 3         |                 |
| LG2: All UHV Classes       | 3         |                      | LG2: All UHV Classes       | 3         |                 |
| LG2: All UHV Classes       | >2        |                      |                            |           |                 |
| <b>Total Hours</b>         | <b>14</b> |                      | <b>Total Hours</b>         | <b>12</b> |                 |