

UHV/HCC 2+2 Transfer Plan



School of Arts & Sciences

PROGRAM/PLAN Bachelor of Science Computer Science CONCENTRATION* Digital Gaming

Total of 54 hours must be upper division level.

30 of the last 36 upper division semester hours must be completed at UHV.

	HCC Courses (AA)	Hrs. Req	UH-Victoria Courses (BS)	Hrs. Req
CORE CURRICULUM	10 Communications: ENGL 1301,1302 or 2311	6	ENGL 3430 Professional Writing	4
	20 Mathematics: MATH 1314	3	COSC 3317 Object Oriented Programming and Design	3
	30 Life and Physical Sciences: Select 2 from HCC core approved list	6	COSC 3331 Data Structures and Algorithms I	3
	40 Language, Philosophy and Culture: PHIL 2306 or other valid course	3	COSC 3333 Data Structures and Algorithms II	3
	50 Creative Arts: Select 1 creative arts elective from HCC core approved list	3	COSC 4339 Telecommunication and Networks	3
	60 American History: HIST 1301, 1302, 2301, 2328, 2381	6	MATH 3362 Discrete Structures	3
	70 Government/ Political Science: GOVT 2305 and GOVT 2306	6	MATH 3361 Linear Algebra	3
	80 Social and Behavioral Sciences: Select 1 from PSYC 2301 and SOCI 1301	3	GMNG 4310 Advanced Game Modeling	3
	90 Component Area: COSC 1301	3	GMNG 4312 Game Engines	3
	90 Component Area: SPCH 1315	3	GMNG 4314 Gaming Networks Architecture	3
LD Digital Gaming Major Core Courses			GMNG 4316 Advanced Level Design	3
Total of 11 hours: Must take 2 courses w/ lab. Includes courses taken for Life & Physical Science requirement		5	GMNG 4318 Multimedia Animation	
COSC 1436 Programming Fundamentals I		4	GMNG 4322 Game AI and Behavioral Modeling	3
COSC 1437 Programming Fundamentals II		4	GMNG 4340 Senior Project	3
MATH 1324 Finite Math		3	UD COSC Elective (Choose from GMNG 4305, GMNG 3310, COSC 4337, COSC 3347, COSC 4341, COSC 4320, COMM 4325, COMM 4316, COSC 4321, GMNG 4321)	6
Students taking 60 hours above receive an Associate of Arts degree from HCC			UD Free Electives	
LD Free Electives			UD Electives	6
Electives as needed to satisfy <i>minimum requirements of 120 hours for degree</i>		0-6		

NOTES:

LD =Lower Division (Community College-Level: Freshman, 1000-level /Sophomore, 2000-level)
UD =Upper Division (University-Level: Junior, 3000-level /Senior, 4000-level)

Student

Date

Advising Coordinator

Date