

Name:

Student ID:

## Computer Game Science Major

2022-2023

**All major courses must be taken for letter grades.**

**A 2.0 or higher GPA must be earned in both the overall major and in the upper division courses of the major.**

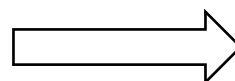
## Lower Division

<b>(A)</b> Complete <u>one</u> of the following series:  <i>Must earn grades of C or better to progress to the next course. ICS 32A only offered in Fall quarter.</i>	ICS 31-32-33	ICS 31:
		ICS 32:
		ICS 33:
<b>(B)</b> Complete all of the following courses:  * GDIM 61 will be accepted in place of ICS 62 for this year only.	ICS 32A-ICS 33	ICS 32A:
		ICS 33:
	ICS 45C	ICS 45C:
	ICS 46	ICS 46:
	ICS 51	ICS 51:
	ICS 60 (offered Fall and Spring only)	ICS 60:
	ICS 61 (Winter only)	ICS 61:
	ICS 62/GDIM 61*	ICS 62:
	INF 43	INF 43:
	MATH 2A-2B	MATH 2A:
		MATH 2B:
	ICS 6N or Math 3A (Choose One)	1)
	ICS 6B	ICS 6B:
	ICS 6D	ICS 6D:
	STATS 67	STATS 67:
PHYSICS 3A	PHYSICS 3A:	
FLM&MDA 85A or 85C (Choose One; 85A offered Fall and Winter, 85C offered Spring only)	1)	

## Upper Division

<b>(A)</b> Computer Science Core Requirements	<b>(A-1)</b> Complete all the following courses	CS 171	CS 171:
		ICS 161 (offered Spring only)	ICS 161:
		ICS 162 (offered Winter only)	ICS 162:
		ICS 167 (offered Winter only)	ICS 167:
		ICS 168/GDIM 161 (offered Spring only)	ICS 168:
		ICS 169A & 169B (A is offered in Fall only, B is offered Winter only)	ICS 169A:
			ICS 169B:
	<b>(A-2)</b> Complete two from The following courses: CS 112, ICS 163, ICS 166	1)	
		2)	

Continue to the back of the page for the rest of your upper division requirements



Last Updated December 2022

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Upper Division Continued

<b>(B)</b> Complete two from the following courses: <i>CS 122A, 132, 143A, 152</i> <i>INF 113, 121, 131</i>		1)
		2)
<b>(C)</b> Elective courses  <b>(C-1)</b> The two additional upper division courses can be any courses from sections A-C that are not already counting towards your degree. Section C includes any Bren track courses or approved Non-Track courses listed in the Catalogue:  ICS 163, 166 MGMT 101, 102, 105, 154, 155 PSYCH 130A, 131A, 131B, 135M, 140C MATH 122A-112B-112C, 115, 121A-121B FLM&MDA 113, 114, 117A, 144	<b>(C-1)</b> Two additional upper division courses from section A-C	1)
	<b>(C-2)</b> Complete <u>one</u> Bren Track  Refer to the sheet "Computer Game Science-Tracks" to see the required courses for each Bren Track option	Algorithms                      Computer Graphics & Vision  Computational Biology                      Databases  Computer Networks                      Human-Computer Interaction  Hardware                      Programming Language & Compilers  Operating Systems                      Social & Organizational Computing  Software Engineering  Artificial Intelligence

**Applying for Graduation**

Graduation is not automatic once you complete all your requirements (UC requirements, General Education requirements, Major requirements, Minor requirements if you are pursuing a minor). **You must apply one quarter before your intended graduation date.** The deadline is Friday of Week of the quarter prior to your graduation quarter.

For example: If you plan to graduate in Spring quarter of your senior year, your graduation application must be submitted in Winter quarter of your senior year.

To submit your application log in to StudentAccess →Applications →Graduation.

For more information, visit our website: [https://www.ics.uci.edu/ugrad/QA\\_Graduation](https://www.ics.uci.edu/ugrad/QA_Graduation)