

Computer Game Science Sample Program

Freshman

FALL

- ICS 31
- ICS 60/GDIM 41
- Math 2A

WINTER

- ICS 32
- ICS 61/GDIM 25
- MATH 2B
- Writing 50

SPRING

- ICS 33
- ICS 62/GDIM 61*
- ICS 6B
- Writing 60

Sophomore

FALL

- ICS 45C
- ICS 51
- ICS 6D

WINTER

- ICS 46
- ICS 6N
- GE III/VII

SPRING

- INF 43
- STATS 67
- ICS 161 (A)**
- ICS 166 (A)**

Junior

FALL

- CS 112/ICS 163 (A)
- FLM & MDA 85A or
GE IV
- CS 171 (A)
- Physics 3A

WINTER

- ICS 167 (A)**
- ICS 162 (A)
- Upper Division (B)
- UD Writing

SPRING

- ICS 168/GDIM 161 (A)
- Upper Division (B)
- CGS Elective (C)
- FLM & MDA 85C or
GE IV

Senior

FALL

- ICS 169A (A)
- CGS Elective (C)
- GE III
- GE VI

WINTER

- ICS 169B (A)
- CGS Elective (C)
- GE IV
- GE VI

SPRING

- CGS Elective (C)
- CGS Elective (C)
- GE VIII
- GE VI

*GDIM 61 has been approved as an alternative to ICS 62

** ICS 161, 166, and ICS 167 cannot be replaced by GDIM courses
(A), (B), (C) - denotes which CGS upper division requirement is
being satisfied