Name: _____                          Student ID: _____

## Computer Game Science Major                                                    2020-2021

**All major courses must be taken for letter grades.**
**A 2.0 or higher GPA must be earned in both the overall major <u>and</u> in the upper division courses of the major.**
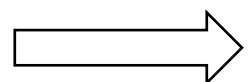
### Lower Division

| (A) Complete <u>one</u> of the following series: <br><br> *Must earn grades of C or better to progress to the next course. ICS 32A only offered in Fall quarter.* | ICS 31-32-33 | ICS 31: |
| | | ICS 32: |
| | | ICS 33: |
| | ICS 32A-ICS 33 | ICS 32A: |
| | | ICS 33: |
| (B) Complete all of the following courses: | ICS 45C | ICS 45C: |
| | ICS 46 | ICS 46: |
| | ICS 51 | ICS 51: |
| | ICS 60 | ICS 60: |
| | ICS 61 | ICS 61: |
| | ICS 62 | 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) | 1) |

### Upper Division

| (A) Computer Science Core Requirements | (A-1) Complete all of The following | CS 171 | CS 171: |
| | | ICS 161 | ICS 161: |
| | | ICS 162 | ICS 162: |
| | | ICS 167 | ICS 167: |
| | | ICS 168 | ICS 168: |
| | | ICS 169A-169B | ICS 169A: |
| | | | ICS 169B: |
| | (A-2) Complete two from The following courses: *CS 112, ICS 163, ICS 166* | 1) | |
| | | 2) | |
| (B) Complete two from the following courses: *CS 122A, 132, 143A, 152 INF 113, `121, 131* | 1) | | |
| | 2) | | |

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

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### Upper Division Continued

| (C) Elective courses | (C-1) Two additional upper division courses from section A-C | 1) |
| --- | --- | --- |
| | | 2) |
| | **(C-2)** Complete <u>one</u> Bren Track<br><br>Refer to the sheet "Computer Game Science-Tracks" to see the required courses for each Bren Track option | Algorithms          Artificial Intelligence<br><br>Computational          Computer Graphics<br>Biology                        & Vision<br><br>Computer                   Databases<br>Networks<br><br>Hardware                   Human-Computer<br>                                    Interaction<br><br>Operating                  Programming Language<br>Systems                    & Compilers<br><br>Simulation &             Social & Organizational<br>Optimization              Computing<br><br>Software Engineering |

**Applying for Graduation**

Graduation is <u>not automatic</u> 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 8 at 5:00 PM 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