

B.S. in Games Four-Year Plan MAR 2023

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	Fall Semester		Spring Semester	
FIRST YEAR (30 credits)	COMP 1010* Programming I EAE 1010 Survey of Games MATH 1030* Quan. Reas (QA) Gen Ed (e.g. SF, BF, HF, FF) Gen Ed (e.g. SF, BF, HF, FF)	3 3 3 3	COMP 1020* Programming II EAE 1050 Digital Content WRTG 2010 (WR2) Gen Ed (e.g. SF, BF, HF, FF) Gen Ed (e.g. SF, BF, HF, FF)	3 3 3 3
SECOND YEAR (30 credits)	EAE 3010 Asset Pipeline EAE xxxx Elective Gen Ed (e.g. SF, BF, HF, FF) Gen Ed (QB) Gen Ed (AI)	3 3 3 3	EAE 3020 Ethics in Games EAE xxxx Elective EAE xxxx Elective Gen Ed (e.g. SF, BF, HF, FF) Gen Ed (e.g. SF, BF, HF, FF)	3 3 3 3
THIRD YEAR (32 credits)	EAE 3710 Trad Game Dev EAE xxxx Elective EAE xxxx Elective Gen Ed (e.g. SF, BF, HF, FF) Gen Ed (CW)	4 3 3 3	EAE 3720 Alt Game Dev EAE xxxx Elective EAE xxxx Elective Gen Ed (QI) Gen Ed (IR)	4 3 3 3 3
FOURTH YEAR (30 credits) Total credit hours: 122	EAE 4500 Capstone I EAE xxxx Elective Allied Course Elective Allied Course Elective Gen Ed (DV)	3 3 3 3	EAE 4510 Capstone II EAE xxxx Elective Allied Course Elective Allied Course Elective Gen Ed (QI)	3 3 3 3

^{*}Students planning to add a Computer Science (CS) minor should take CS 1400 and 1410 in place of COMP 1010 and COMP 1020. Replace MATH 1030 with MATH 1210. Visit CS.UTAH.EDU for CS minor details.

If 15 credit hours a semester is too much, students should take summer courses to ease the fall & spring semester schedule while staying on track for 4 years.

^{**} Additional credits may be needed to reach 122 credits for graduation if a student combines general education courses (ex: one course to count for HF and IR).