

General: 120 total hours, including 46 hours of upper-level courses (3000-4000 level), and 30 hours in residence

First-Year Colloquium (0-1 hour) Required of full-time freshmen entering college for the first time and transfer students with less than 12 hours of credit. (See page 36 for details) CPSC 1105 First Year Experience for Computer Science Majors

Standard UA Little Rock Core (21 hours)

Written Communication (6)

U.S. Traditions (3)

Fine Arts (3)

History of Civilization (3)

Humanities (3)

Students may take any of the courses approved by the Core Curriculum Council in the five above categories to satisfy the core requirements above.

Social Science (3)

Students should take either PSYC 2300 (Intro Psychology) or ECON 2301 (Survey of Economics) in this category.

EIT College Core (15 hours)

Mathematics (4)

Students should take MATH 1451 in this category

Science (8)

PHYS 2321/2121 (Physics for Sci/Eng I) and one of {ERSC 1302/1102, ERSC 1304/1104, ERSC 2303/2103, BIOL 1400, BIOL 1401, ASTR 1301/1101, CHEM 1402}.

Humanities/Soc. Sci./Oral Communication/Interdisciplinary (3)

Students may take any of the courses approved by the Core Curriculum Council in the above categories to satisfy the core requirements above.

Major (84 hours)

Additional Math courses (13 hours):

MATH 1451 Calculus I (counted under EIT core. See "EIT College Core" section above.)

MATH 1452 Calculus II

MATH 2310 Discrete Mathematics

MATH 3312 Linear Algebra

STAT 3352 Applied Statistics

Additional Science Course (4 hours): PHYS 2322/2122 Phys for Sci
and Eng II

Additional Math/Science Elective (3 hours) A minimum of 3 additional
hours of mathematics or science courses for majors must be taken in
addition to the requirements listed above.

Major Requirements (64 hours):

ARST 1315 Two-Dimensional Design

ARST 2318 Computer Applications in Art

ARST 3385 Vector Graphics for Illustrators and Designers

ARST 3386 Digital Imaging for Illustrators and Designers

CPSC 1175 Introduction to Computer Science Laboratory*

CPSC 1375 Programming I*

CPSC 2377 Introduction to Game Programming*

CPSC 2380 Data Structures and Algorithms*

CPSC 2382 Introduction to Computer Systems and Assembly Language

CPSC 3375 Database Concepts I

CPSC 3380 Operating Systems

CPSC 3383 Language Concepts

CPSC 3482 Computer Organization I

CPSC 4366 Interactive Computer Graphics/Animation

CPSC 4373 Fundamentals of Software Engineering

CPSC 4377 Advanced Game Programming

CPSC 4383 Artificial Intelligence

CPSC 4392 Capstone Project

CPSC 4367 Mobile Apps

IFSC 1310 Internet Technologies

IFSC 2200 Ethics in the Profession

RHET 3326 Technical Writing

* Students must receive a grade of C or greater in this class.

Bachelor of Science in Computer Science Curriculumâ€”GAME Option
Suggested Curriculum

First Semester, Fall (14-15 hours)

RHET 1311 Composition I

MATH 1451 Calculus I

CPSC 1375 Programming I

CPSC 1175 Introduction to Computer Science Laboratory

CPSC/IFSC 1105 Freshman Experience (0-1 hour)

SPCH 1300 Speech Communication (or other suitable EIT College Core
course in this category)

Second Semester, Spring (16 hours)

RHET 1312 Composition II

MATH 1452 Calculus II

CPSC /IFSC 1310 Internet Technologies

CPSC 2377 Introduction to Game Programming

ARST 1315 Two-Dimensional Design

Third Semester, Fall (15 hours)

MATH 2310 Discrete Mathematics

CPSC 2382 Introduction to Computer Systems and Assembly Language

CPSC 2380 Data Structures and Algorithms

ARST 2318 Computer Applications in Art

PSYC 2300 (Intro Psychology) or ECON 2301 (Survey of Economics)

Fourth Semester, Spring (15 hours)

MATH 3312 Linear Algebra

STAT 3352 Applied Statistics I

CPSC 3375 Database Concepts I

HIST 1311 History of Civilization I or HIST 1312 History of Civilization II

RHET 3326 Technical Writing

Fifth Semester, Fall (16 hours)

HIST 2311 U.S. History to 1877 or HIST 2312 U.S. History since 1877
or POLS 1310 American National Government

CPSC 3383 Language Structure

CPSC 4383 Artificial Intelligence

CPSC 4367 Mobile Apps

PHYS 2321 Physics for Scientists and Engineers I and PHYS 2121
Physics for Scientists and Engineers I Laboratory

Sixth Semester, Spring (16 hours)

ARST 3386 Digital Imaging for Illustrators and Designers

CPSC 4366 Interactive Computer Graphics and Animation

CPSC 4377 Advanced Game Programming

CPSC 3380 Operating Systems

PHYS 2322 Physics for Scientists and Engineers II and PHYS 2122
Physics for Scientists and Engineers II Laboratory

Seventh Semester, Fall (15 hours)

CPSC 4373 Fundamentals of Software Engineering

Fine Arts core requirement (3 hours)

ARST 3385 Vector Graphics for Illustrators and Designers

IFSC 2200 Ethics in the Profession

CPSC 3482 Computer Organization I

Eighth Semester, Spring (13 hours)

CPSC 4392 Capstone Project

Math/Science Elective (3 hours)

Core science with lab (4 hours) (see EIT College science core above)

Humanities core requirement (3 hours)