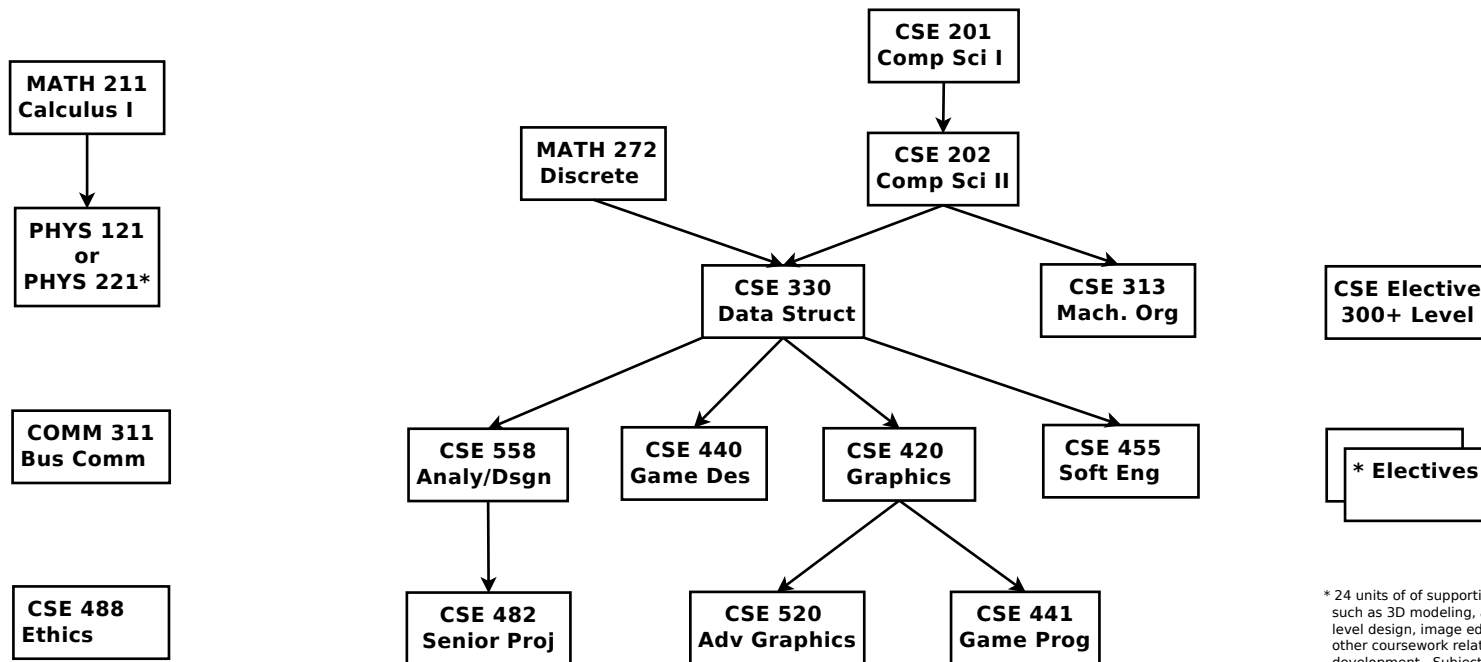


# Bachelor of Arts in Computer Systems, Game Development Option

Flowchart of Coursework -- Academic Year 2013/14



\* PHYS 221 requires MATH 212

\* 24 units of supporting coursework such as 3D modeling, animation, level design, image editing, and other coursework related to game development. Subject to approval of the School of CSE.  
3D modeling, animation, level design, image editing, and other coursework related to game development. Subject to approval by the the School of CSE