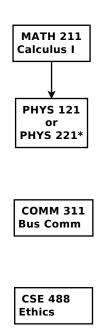
Bachelor of Arts in Computer Systems, Game Development Option

Flowchart of Coursework -- Academic Year 2013/14



CSE Elective 300+ Level



* 24 units of 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

California State University San Bernardino School of Computer Science and Engineering

CSE 201 Comp Sci I **MATH 272 CSE 202 Discrete** Comp Sci II **CSE 330 CSE 313** Mach. Org **Data Struct CSE 440 CSE 455 CSE 558 CSE 420** Soft Eng Analy/Dsgn **Game Des Graphics CSE 520** CSE 441 **CSE 482 Adv Graphics Game Prog** Senior Proj

^{*} PHYS 221 requires MATH 212