Articulation Agreement by Major

Effective during the 2022-2023 Academic Year

To: University of California, Santa Cruz 2022-2023 General Catalog, Quarter	From: De Anza College 2022-2023 General Catalog, Quarter

Computer Science: Computer Game Design B.S.

GENERAL INFORMATION FOR ALL MAJORS

All transfer applicants must satisfy University of California admissions eligibility requirements as well as meet campus selection criteria. All admission requirements must be completed by the end of spring prior to transfer. For more information on UC admissions eligibility requirements and admission to UC Santa Cruz, please visit the Admissions website: https://admissions.ucsc.edu/attend-ucsc/transfer-students.

This articulation agreement lists course-to-course, sequence-to-sequence or requirement substitutions for preparation in the major. **Transfer students are strongly encouraged to complete as many major preparatory courses as possible prior to enrolling at UCSC. Completion of all major preparatory courses is not an admissions requirement, but some majors require certain courses to be completed prior to transfer with a specified GPA, and completion or near completion of major preparatory courses will help students move more efficiently toward graduation after transfer.**

UC Santa Cruz Advanced Placement (AP) and International Baccalaureate (IB) credit policies are detailed in the link below:

UC Santa Cruz AP/IB Chart 2022-2023

COMPUTER SCIENCE: COMPUTER GAME DESIGN B.S.

Please visit the department's website to learn more about this major: https://undergrad.soe.ucsc.edu

ADMISSION SELECTION CRITERIA

To be considered for admission to the Computer Science: Computer Game Design B.S. major, transfer students must complete the following courses with an overall GPA of 2.80 or higher in the courses by the end of spring term prior to the fall term they plan to transfer:

CSE 16: Applied Discrete Mathematics

MATH 19A: Calculus for Science, Engineering, and Mathematics

MATH 19B: Calculus for Science, Engineering, and Mathematics

CSE 30: Programming Abstractions: Python

One of the following courses:

ECE 13: Computer Systems and C Programming

CSE 13S: Computer Systems and C Programming

CSE 12: Computer Systems and Assembly Language and Lab

ADDITIONAL TRANSFER INFORMATION

Transfer students applying for the fall term are **strongly recommended** to have completed at least three of the five required courses by the end of the fall term prior to transfer, with an overall GPA of 2.8 or higher in the three courses.

In addition, completing all but one of the following courses prior to transfer is strongly recommended to ensure timely graduation:

CSE 20: Beginning Programming in Python

ECE 13: Computer Systems and C Programming **OR** CSE 13S: Computer Systems and C Programming

CSE 12: Computer Systems and Assembly Language and Lab

AM 10: Mathematical Methods for Engineers I **OR** MATH 21: Linear Algebra

Prospective students are also encouraged to complete the Intersegmental General Education Transfer Curriculum (IGETC) or to complete all UCSC general education requirements before matriculation.

THIS IS A SCREENING MAJOR. For more information on screening major requirements please visit the Admissions website: https://admissions.ucsc.edu/posts/screening-major-selection-criteria

MAJOR PREPARATION COURSES REQUIRED FOR TRANSFER

CSE 16 - APPLIED DISCRETE MATHEMATICS (5.00)	←	**MATH 22** - Discrete Mathematics (5.00) **--- Or ---** **MATH 22H** - Discrete Mathematics - HONORS (5.00)
MATH 19A - Calculus for Science, Engineering, and Mathematics (5.00)	←	**MATH 1A** - Calculus (5.00) **--- Or ---** **MATH 1AH** - Calculus - HONORS (5.00)
MATH 19B - Calculus for Science, Engineering, and Mathematics (5.00)	←	**MATH 1B** - Calculus (5.00) **--- And ---** **MATH 1C** - Calculus (5.00) **--- Or ---** **MATH 1BH** - Calculus - HONORS (5.00) **--- And ---** **MATH 1CH** - Calculus - HONORS (5.00)
CSE 30 - Programming Abstractions: Python (7.00)	←	**CIS 22C** - Data Abstraction and Structures (4.50) • *Minimum grade required: B or better* **--- Or ---** **CIS 22CH** - Data Abstraction and Structures - HONORS (4.50) • *Minimum grade required: B or better*

Select 1 Course(s) from the following

ECE 13 - Computer Systems and C Programming (7.00)	←	No Course Articulated
CSE 13S - Computer Systems and C Programming (7.00)	←	**CIS 22B** - Intermediate Programming Methodologies in C++ (4.50) **--- Or ---** **CIS 22BH** - Intermediate Programming Methodologies in C++ - HONORS (4.50) **--- Or ---** **CIS 26A** - C as a Second Programming Language (4.50)
CSE 12 - Computer Systems and Assembly Language and Lab (7.00)	←	**CIS 21JA** - Introduction to x86 Processor Assembly Language and Computer Architecture (4.50) **--- Or ---** **CIS 21JB** - Advanced x86 Processor Assembly Programming (4.50)

STRONGLY RECOMMENDED ADVANCED PREPARATION COURSES

CSE 20 - Beginning Programming in Python (5.00)	←	**CIS 40** - Introduction to Programming in Python (4.50) **--- Or ---** **CIS 41A** - Python Programming (4.50)

AM 10 - Mathematical Methods for Engineers I (5.00)	←	**MATH 2B** - Linear Algebra (5.00) **--- Or ---** **MATH 2BH** - Linear Algebra - HONORS (5.00)
--- Or ---		
MATH 21 - Linear Algebra (5.00)	←	**MATH 2B** - Linear Algebra (5.00) **--- Or ---** **MATH 2BH** - Linear Algebra - HONORS (5.00)

ADDITIONAL MAJOR PREPARATION COURSES

ARTG 80G - Visual Communication and Interaction Design (5.00)	←	No Course Articulated
ARTG 80H - Critical History of Digital Games (5.00)	←	No Course Articulated
CMPM 80K - Foundations of Video Game Design (5.00)	←	No Course Articulated
FILM 80V - Video Games as Visual Culture (5.00)	←	No Course Articulated

END OF AGREEMENT