BACS: Game Development / 3D Animation Option – 2011
Elective Courses

Elective Courses:
Four additional elective courses.

CSCD 303 Computer & Information Security (4)
CSCD 305 C++ Programming (4)
CSCD 306 .NET Programming (4)
CSCD 340 Operating Systems (4)
CSCD 360 Architecture and Organization (4)
CSCD 378 Web Application Development (4)
CSCD 379 .NET Web Application Development (4)
CSCD 409 Scientific Programming (4)
CSCD 418 3D Modeling and Animation IV (4)
CSCD 420 Automata (4)
CSCD 421 Automata and Languages (4)
CSCD 422 Compiler Design (4)
CSCD 427 Advanced Database Systems (4)
CSCD 429 Data Mining (4)
CSCD 433 Advanced Computer Networks (4)
CSCD 434 Network Security (4)
CSCD 435 Principles of Programming Languages (4)
CSCD 437 Secure Coding (4)
CSCD 440 Advanced Operating Systems (4)
CSCD 443 Distributed Multiprocessing Environments (4)
CSCD 460 Advanced Architecture and Organization (4)
CSCD 461 Embedded Systems (4)
CSCD 474 Computer Games Development (4) – if not taken as concentration
CSCD 487 Human Computer Interface (4)
CSCD 495 Internship (two 4–5 credit internships are allowed)

Any course from the required option coursework list not used to satisfy the required option coursework requirement.
CSCD 396, 398, 399, 3xx, 439, 496, 498, 499, 4xx (4–5) prior departmental approval of topic content is required.