2012 Program Electives

Game Development & Animation

Elective Courses
Four additional elective courses.

CSCD 303 Computer & Information Security (4)
CSCD 305 C++ Programming (4)
CSCD 306 .NET Programming (4)
CSCD 316 Practical Problem Solving (2, 2) ¹
CSCD 340 Operating Systems (5)
CSCD 378 Web Application Development (4)
CSCD 379 .NET Web Application Development (4)
CSCD 409 Scientific Programming (4)
CSCD 416 3D Modeling & Animation II (4) ²
CSCD 417 3D Modeling & Animation III (4) ²
CSCD 418 3D Modeling & Animation IV (4) ²
CSCD 420 Automata (4)
CSCD 421 Automata and Languages (4)
CSCD 422 Compiler Design (4)
CSCD 427 Database Programming (4)
CSCD 429 Data Mining (4)
CSCD 433 Advanced Network Concepts (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 454 Design Patterns (4)
CSCD 460 Advanced Architecture and Organization (4)
CSCD 461 Embedded Systems (4)
CSCD 467 Concurrent Systems (4)
CSCD 474 Computer Game Development (4) ²
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.

Note:
¹ CSCD 316 must be taken twice for 4 credits to be counted as an elective
² These courses may be used only if not used to satisfy the option coursework requirement

3/16/12