2014 Program Electives

Game Development & Animation

Four additional elective courses.

CSCD 303 Computer & Information Security (4)
CSCD 305 C++ Programming (4)
CSCD 316 Practical Problem Solving (2, 2)\(^1\)
CSCD 340 Operating Systems (5)
CSCD 370 Graphical User Interface Programming (4)
CSCD 371 .NET Programming (4)
CSCD 372 Android Mobile Development (4)
CSCD 373 iPhone Mobile Development (4)
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)
CSCD 417 3D Modeling & Animation III (4)
CSCD 418 3D Modeling & Animation IV (4)
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 460 Advanced Architecture and Organization (4)
CSCD 461 Embedded Systems (4)
CSCD 462 Embedded Real-Time Control (4)
CSCD 467 Concurrent Systems (4)
CSCD 470 3D Computer Graphics Principles (4)\(^2\)
CSCD 471 Advanced 3D Computer Graphics (4)\(^2\)
CSCD 474 Computer Game Development (4)
CSCD 487 Human Computer Interface (4)
CSCD 495 Internship (two 4 credit internships are allowed)

CSCD 396, 398, 399, 3xx, 439, 496, 498, 499, 4xx (4 cr) prior departmental approval of topic content is required.

Notes:
No course may be used to satisfy both an elective and an advanced coursework requirement
\(^1\) CSCD 316 must be taken twice for 4 credits to be counted as an elective
\(^2\) CSCD 470 prerequisite

3/14/14