

Bachelor of Science Computational Media (2019-2020)

Date: _____

Freshmen and Sophomore Advising Sheet

This is not the final curriculum. Student will choose one thread from CS in either Media, People, or Intelligence and one thread in LMC in Games, Interaction Design, or Film & Media Studies

Name: _____ GT ID _____ Email: _____

Core Required Classes: 46 hours	Hours	Semester	Grade
ENGL 1101	3		
ENGL 1102	3		
HUMANITIES ELECTIVE	3		
LMC HUMANITIES ELECTIVE	3		
MATH 1551	2		
MATH 1552	4		
MATH 1554	4		
MATH 2550	2		
HIST 2111 or 2112 or INTA 1200 or POL 1101 or PUBP 3000	3		
SOCIAL SCIENCE ELECTIVE	3		
SOCIAL SCIENCE ELECTIVE	3		
SOCIAL SCIENCE ELECTIVE	3		
LAB SCIENCE	4		
LAB SCIENCE	4		
APPH 1040/APPH 1050	2		

CS Required Classes: 31-40 hours	Hours	Semester	Grade
Choose CS Thread of Media, People, OR Intelligence			
CS 1301	3		
CS 1331	3		
CS 1332	3		
CS 2050	3		
CS 2261 or 2110 (see note 3)	4		
CS 2340	3		
CS 4001	3		
CS Thread	3		
CS Thread	3		
CS Thread	3		
CS Thread	3		
CS Thread	3		
CS Thread	3		

LMC Required Classes: 30 hours	Hours	Semester	Grade
Choose LMC Thread of Games, Interaction Design, or Film & Media Studies			
LMC 2700	3		
LMC Thead/LMC 2720 (see note 2)	3		
LMC Thread	3		
LMC Thread	3		
LMC Thread	3		
LMC Thread	3		
LMC Thread	3		
LMC Thread	3		
LMC Thread	3		
LMC Thread	3		

Junior Design*: 6 Hours	Hours	Semester	Grade
Junior Design Sequence 1: CS 3311 (1 Hour) & LMC 3432 (2 Hours)	3		
Junior Design Sequence 2: CS 3312 (2 Hours) & LMC 3431 (1 Hour)	3		

*See advisor for requirements to substitute Research Option, VIP, or CREATE-X for Junior Design

Free Electives: Up to 9 Hours Required	Hours	Semester	Grade
FREE ELECTIVE			
FREE ELECTIVE			
FREE ELECTIVE			

Total Hours Required for Graduation: 122 hours

Note 1: PSYC 1101 is required for the People and Intelligence Threads

Note 2: LMC 2720 is recommended for all LMC Threads but required for Interaction Design Thread

Note 3: CS 2261 is required for Media and People Threads. CS 2110 is required for the Intelligence Thread.