

**Bachelor of Science Computational Media 2019-2020 Degree Requirements**

I-G 19-20

**Intelligence and Games Threads**

Student Name: \_\_\_\_\_  
 GT ID: \_\_\_\_\_  
 EMAIL: \_\_\_\_\_

Date \_\_\_\_\_  
 IP, Co-op, RO \_\_\_\_\_  
 Minor or Certificate \_\_\_\_\_  
 Tentative Grad Term \_\_\_\_\_

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		
PSYC 1101	3		
SOCIAL SCIENCE ELECTIVE	3		
SOCIAL SCIENCE ELECTIVE	3		
LAB SCIENCE	4		
LAB SCIENCE	4		
APPH 1040/APPH 1050	2		

CS Intelligence Required Classes: 40 hours	Hours	Semester	Grade
CS 1301	3		
CS 1331	3		
CS 1332	3		
CS 2050	3		
CS 2110	4		
CS 2340	3		
CS 4001	3		
CS 3510	3		
CS 3600	3		
<b>Pick 1 of the following Computational Complexity courses</b>			
CS 3240 or CS 4510	3		
<b>Pick 1 of the following Embodied Intelligence courses</b>			
CS 3630, CS 3790, or PSYC 3040	3		
<b>Pick 2 of the following Approaches to Intelligence courses</b>			
CS 4476, CS 4635, CS 4641, CS 4649, CS 4650 or CS 4731	3		
CS 4476, CS 4635, CS 4641, CS 4649, CS 4650 or CS 4731	3		

LMC Games Required Classes: 30 hours	Hours	Semester	Grade
LMC 2700-Intro to Computational Media	3		
LMC 2410-Intro to Game Studies	3		
LMC 4710-Game Studio Capstone	3		
<b>Pick 1 of the following Design courses</b>			
LMC 2730 or LMC 3710	3		
<b>Pick 3 of the following Game Design courses</b>			
LMC 4720, or LMC 4725, or LMC 4730, or LMC 4731	3		
LMC 4720, or LMC 4725, or LMC 4730, or LMC 4731	3		
LMC 4720, or LMC 4725, or LMC 4730, or LMC 4731	3		
<b>Pick 3 of the following CM or Media courses</b>			
LMC 27XX, 37XX, 47XX, 325X, 2400, 2500, 3206, 3314, 3362, 3402, 3406, or 3853	3		
LMC 27XX, 37XX, 47XX, 325X, 2400, 2500, 3206, 3314, 3362, 3402, 3406, or 3853	3		
LMC 27XX, 37XX, 47XX, 325X, 2400, 2500, 3206, 3314, 3362, 3402, 3406, or 3853	3		

\*See advisor for requirements to substitute Research Option OR VIP Option for Junior Design

Required Capstone*: 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		

**Total Hours Required for Graduation: 122 hours**