

**CURRICULUM GUIDE**  
**Computer Science, B.S. (Interactive Multimedia Concentration)**  
**2021-2022**

Website: [www.csit.eku.edu](http://www.csit.eku.edu)

Email Contact: [kuangnan.chang@eku.edu](mailto:kuangnan.chang@eku.edu)

Department of Computer Science and Information Technology

521 Lancaster Ave.

417 Wallace Bldg.

Richmond, KY 40475

859-622-2398

The schedule below is an **EXAMPLE** of how you can arrange your class schedule.  
 Please consult your advisor for specific changes that may need to be made.

	Fall Semester	Spring Semester	
<b>Freshman Year</b>	SCO 100I	CSC 140	
	CSC 185	CSC 191	
	CSC 190	CSC 195	
	<sup>6</sup> MAT 234 (fulfills Gen. Ed. 2)	MAT 244	
	INF 123		
	Gen. Ed. 1A (ENG 101)		
<b>TOTAL</b>	<b>17</b>	<b>TOTAL 13</b>	
<b>Sophomore Year</b>	CSC 310	CSC 308	
	CSC 313	CSC 316	
	CSC 315	CSC 340	
	MAT 239	*STA 270	
	Gen. Ed. 1B (ENG 102)	Gen. Ed. 1C (Oral Comm.)	
	<b>TOTAL</b>	<b>15</b>	<b>TOTAL 16</b>
<b>Junior Year</b>	CSC 338	<sup>6</sup> ART 200 (fulfills Gen. Ed. 3A) <b>or</b> ART 100 (ART 100 does not fulfill Gen. Ed. 3A)	
	CSC 499	<sup>6</sup> BEM 200 (fulfills Gen. Ed. 5B)	
	CSC 550	CSC 494, 495, <b>or</b> 496	
	INF 391	†CSC Restricted Elective	
	MUS 290 (fall only)	Gen. Ed. 6 (Diversity)	
	<sup>6</sup> PHY 201 (fulfills Gen. Ed. 4)	Free Elective	
	<b>TOTAL</b>	<b>17</b>	<b>TOTAL 15</b>
	<b>Senior Year</b>	CSC 491	CSC 491 (ACCT)
CSC 520 <b>or</b> 555		Gen. Ed. 4 (Nat. Sci.)	
EET 252		Gen. Ed. 5A (History)	
Gen. Ed. 3B (Humanities)		Gen. Ed. 6 (Diversity)	
Free Elective ( <b>or</b> Gen. Ed 3A if ART 100 is taken)			
<b>TOTAL</b>		<b>15</b>	<b>TOTAL 12</b>
<b>TOTAL HOURS TO DEGREE COMPLETION</b>		<b>120</b>	

Course Number	Course Name
<b>GENERAL EDUCATION &amp; UNIVERSITY REQUIREMENTS (37)</b>	
SCO 100I	Student Success Seminar for Computer Science (1)
<b>CORE COURSE REQUIREMENTS (28)</b>	
CSC 185	Intro to Computer Concepts (3)
CSC 190	Object-Oriented Programming I (3)
CSC 191	Object-Oriented Programming II (3)
CSC 195	Intro to Discrete Structures (3)
CSC 308	Mobile App Dev for iOS (3)
CSC 310	Data Structure (3)
CSC 313	Database Systems (3)
CSC 338	Fundamentals of Cybersecurity (3)
CSC 340	Ethics & Software Engineering (3)
CSC 499	Computer Science Career Preparation (1)
<b>INTERACTIVE MULTIMEDIA CONCENTRATION REQUIREMENTS (25)</b>	
CSC 140	Introduction to Computer Game Design (3)
CSC 315	3D Modeling (3)
CSC 316	3D Game Engine Design (3)
CSC 491	Console Game Design (3) (must take 6 hours)
CSC 550	Graphics Programming (3)
CSC 520 <b>or</b> CSC 555	Multimedia Sys. & Forensics (3) Topics in Multimedia: _____ (3)
†PLUS ONE (1) COURSE from CSC 300 level or above except for CSC 349. (restricted elective):	
<b>PLUS ONE (1) HOUR selected from:</b>	
CSC 494	Innovative Problem Solving (1-3)
CSC 495	Independent Work (1-3)
CSC 496	Senior Seminar (1)
<b>INTERACTIVE MULTIMEDIA CONCENTRATION SUPPORTING COURSE REQUIREMENTS (25-28)</b>	
ART 100 <b>or</b> <sup>6</sup> ART 200	Drawing I (3) Art Appreciation: Orientation (3)
<sup>6</sup> BEM 200	Mass Media and Society (3)
EET 252	Digital Electronics (3)
INF 123	Exploring Virtual Worlds (3)
INF 391	Game Level Design for _____ (3)
<sup>6</sup> * MAT 234	Calculus I (4)
* MAT 239	Linear Algebra & Matrices (3)
* MAT 244	Calculus II (4)
* MUS 290	Film Scoring (2) (fall only)
<sup>6</sup> * PHY 201	University Physics I (5)
STA 270	Applied Statistics I (4)
<b>FREE ELECTIVES (2-5)</b>	

<sup>6</sup> Denotes that 3 credit hours from this course are/can be applied to fulfill a Gen. Ed. requirement.

\* **PREREQUISITES:** Consult with your advisor and/or the University catalog regarding prerequisites for upper division CSC courses. ART 164 (art majors only) or 200; ENG 102 or 105; GEO 210 and/or 353; GLY 102, 108, 109, 172 or 174 HON 102; MAT 108, 109, 122, 124, 124H, 234, 234H, 244, and/or 244H; MGT 300 or 301; MKT 301; and/or MUS 190 and/or 191. See University catalog for details.

**Upper division courses:** All students are required to have a minimum of 42 hrs. upper division (300 level or above) courses distributed throughout Major/Supporting/Gen Ed/Free Electives categories. If 300 level classes are taken for Gen. Ed. or elsewhere in the program, they can be used to fulfill the 42 hours instead of upper division free electives.

♣ **This program, as outlined, does not have sufficient number of upper division coursework hours. Please ensure you take courses that will fulfill the 42 hrs. of upper division).**

Refer to the University Catalog at <http://www.catalogs.eku.edu/> regarding University and General Education Requirements. All baccalaureate degree seeking students who enter the University are required to successfully complete one writing intensive course following completion of the ENG 102, ENG 105, or HON 102/103. Writing intensive courses are designated with the suffix "W" following the course prefix and number (e.g. HUM 300W).

**Applied Critical & Creative Thinking (ACCT) Requirement:** Computer Science majors will fulfill ACCT with CSC 349, 440, 491, 549, or 495 with a program-approved topic. (Credit hours are incorporated into program requirements.)