CURRICULUM GUIDE
Computer Science, B.S. (Interactive Multimedia Concentration)
2023-2024
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*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	
Freshman Year	SCO 100I	1	CSC 140	3
	CSC 185	3	CSC 191	3
	CSC 190	3	CSC 195	3
	G MAT 234 (*fulfills Gen. Ed. 2*)	4	MAT 244	4
	INF 123	3		
	Gen. Ed. 1A (*ENG 101*)	3		
	TOTAL	**17**	**TOTAL**	**13**
Sophomore Year	CSC 310	3	CSC 308	3
	CSC 313	3	CSC 316	3
	CSC 315	3	CSC 340	3
	MAT 239	3	*STA 270	4
	Gen. Ed. 1B (*ENG 102*)	3	Gen. Ed. 1C (*Oral Comm.*)	3
	TOTAL	**15**	**TOTAL**	**16**
Junior Year	CSC 338	3	G ART 200 (*fulfills Gen. Ed. 3A*) *or* ART 100 (*ART 100 does not fulfill Gen. Ed. 3A*)	3
	CSC 499	1	G BEM 200 (*fulfills Gen. Ed. 5B*)	3
	CSC 550	3	CSC 494, 495, *or* 496	1
	INF 391	3	†CSC Restricted Elective	3
	MUS 290 (*fall only*)	2	Gen. Ed. 6 (*Diversity*)	3
	G PHY 201 (*fulfills Gen. Ed. 4*)	5	Free Elective	2
	TOTAL	**17**	**TOTAL**	**15**
Senior Year	CSC 491	3	CSC 491	3
	CSC 520 *or* 555	3	Gen Ed. 4 (*Nat. Sci.*)	3
	EET 252	3	Gen. Ed. 5A (History)	3
	Gen. Ed. 3B (*Humanities*)	3	Gen. Ed. 6 (*Diversity*)	3
	Free Elective (*or* Gen. Ed 3A *if ART 100 is taken*)	3		
	TOTAL	**15**	**TOTAL**	**12**
	TOTAL HOURS TO DEGREE COMPLETION			**120**

Course Number	Course Name
GENERAL EDUCATION & UNIVERSITY REQUIREMENTS (37)	
SCO 100I	Student Success Seminar for Computer Science *(1)*
CORE COURSE REQUIREMENTS (28)	
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)*
INTERACTIVE MULTIMEDIA CONCENTRATION REQUIREMENTS (25)	
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 *or*	Multimedia Sys. & Forensics *(3)*
CSC 555	Topics in Multimedia: _____ *(3)*
†PLUS ONE (1) COURSE selected from CSC 300 level or above *except for CSC 349. (restricted elective):*	
PLUS ONE (1) HOUR selected from:	
CSC 494	Innovative Problem Solving *(1-3)*
CSC 495	Independent Work *(1-3)*
CSC 496	Senior Seminar *(1)*
INTERACTIVE MULTIMEDIA CONCENTRATION SUPPORTING COURSE REQUIREMENTS (25-28)	
ART 100 *or*	Drawing I *(3)*
G ART 200	Art Appreciation: Orientation *(3)*
G 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)*
G * MAT 234	Calculus I *(4)*
* MAT 239	Linear Algebra & Matrices *(3)*
* MAT 244	Calculus II *(4)*
* MUS 290	Film Scoring *(2) (fall only)*
G *PHY 201	University Physics I *(5)*
STA 270	Applied Statistics I *(4)*
FREE ELECTIVES (2-5)	

G *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.