



Plan	Catalog Year		
Computer Anim: Game Dev(BS) (BS)	Fall 2019		

Semester	Requirement	Critical	Status	Term	Course	Units
1st Sem						
1st Sem	CAGD 110					3
1st Sem	CAGD 170					3
1st Sem	CAGD 180					3
1st Sem	GE Area A1					3
1st Sem	GE Area A2					3
2nd Sem						
2nd Sem	CAGD 112					3
2nd Sem	CAGD 117					3
2nd Sem	CAGD 270					3
2nd Sem	GE Area A3					3
2nd Sem	GE Area A4					3
3rd Sem						
3rd Sem	CAGD 230					3
3rd Sem	CAGD Interdisciplinary Program					3
3rd Sem	Lower Division GE Course					3
3rd Sem	Lower Division GE Course					3
3rd Sem	Lower Division GE Course					3
4th Sem						
4th Sem	CAGD 370					3
4th Sem	CAGD 320					3
4th Sem	CAGD Interdisciplinary Program					3
4th Sem	Lower Division GE Course					3
4th Sem	HIST 130 or POLS 155					3
5th Sem						
5th Sem	CAGD 377					3
5th Sem	CAGD 373					3
5th Sem	CAGD Interdisciplinary Program					3
5th Sem	Lower Division GE Course					3
5th Sem	HIST 130 or POLS 155					3
6th Sem						
6th Sem	CAGD 345					3

6th Sem	CAGD 495					3
6th Sem	CAGD Interdisciplinary Program					3
6th Sem	Lower Division GE Course					3
6th Sem	GE UD Pathway					3
7th Sem						
7th Sem	CAGD 470					3
7th Sem	CAGD 499					3
7th Sem	Game Development Elective					3
7th Sem	GE UD Pathway					3
7th Sem	Elective					3
8th Sem						
8th Sem	CAGD 489					3
8th Sem	Game Development Elective					3
8th Sem	CAGD Interdisciplinary Program					3
8th Sem	GE UD Pathway					3
8th Sem	Elective					3