

# GAME DEVELOPMENT, BS

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Campus: NYC, Westchester

Course	Title	Credits
<b>First Year</b>		
<b>Fall</b>		
CS 121	Introduction to Computer Science	4
MAT 104	Finite Mathematics	3
ENG 110	Composition	3
UNV 101	First-Year Seminar: Introduction to University Community	1
AOK 2 Course		3
AOK 4 Course		3
<b>Credits</b>		<b>17</b>
<b>Spring</b>		
CS 122	Object-Oriented Programming	4
CIS 151	Game Development for Everyone	3
CS 113	Mathematical Structures for Computer Science	4
MAT 117	Elementary Statistics	4
<b>Credits</b>		<b>15</b>
<b>Second Year</b>		
<b>Fall</b>		
CS 255	Game Development Patterns and Algorithms	4
CS 241	Data Structures and Algorithms	4
ENG 120	Critical Writing	4
Course Related to Track		3
<b>Credits</b>		<b>15</b>
<b>Spring</b>		
CS 256	Game Design and Prototyping	4
ENG 201	Writing in the Disciplines	3
COM 200	Public Speaking	3
Course Related to Track		3
AOK 3 Course		3
<b>Credits</b>		<b>16</b>
<b>Third Year</b>		
<b>Fall</b>		
CS 355	Advanced Topics in Game Development	4
Related CS Elective (300 level or higher)		4
Science		4
Language 1		3
<b>Credits</b>		<b>15</b>
<b>Spring</b>		
CS 356	Mobile Game Development and Publishing	4
CS 357	Augmented Reality (AR), Virtual Reality (VR), and the Metaverse	4
AOK 5 Course		3
Language 2		3
<b>Credits</b>		<b>14</b>
<b>Fourth Year</b>		
<b>Fall</b>		
CS 455	Game Engine Architecture	4
Related CS Elective (300 level or higher)		4

Course Related to Track		3
AOK 2 Course (WE)		3
	<b>Credits</b>	<b>14</b>
<b>Spring</b>		
CS 456	Game Development Capstone	4
LAS/Elective/Free (CE/WE/ARE)		4
AOK 3 Course		3
AOK 4 Course		3
	<b>Credits</b>	<b>14</b>
	<b>Total Credits</b>	<b>120</b>