(See Degreeworks for Prerequisites)

		Composition I	3	
		Composition II	3	
		Precalculus / Trigonometry	3	

All Area A courses must be completed within the first 30 credit hours with a grade of C or higher.

		Contemporary Economic Issues	2	
		Human Communication	3	

COM 1100 is essential for Software Engineering majors.

			3	
	or			
		or	3	

Choose one course from each area.

	Calculus I	4	

or

			3
	or		3
	or		3
			3
	or		

Choose one course from each area for E-2, E-3, & E-4.

	Prerequisites			
Programming & Problem Solving I	Co-req w/ MATH 1112, 1113, 1190 or CSE 1300	4	
Programming & Problem Solving II	Minimum grade of 'B' in CSE 1321/L	4	
Discrete Mathematics *or* Discrete Structures for Computing	MATH 1112/1113/1190	3	
	MATH 1112/1113/1190 & CSE 1321/L		
Probability and Data Analysis	MATH 1190	3	
Fundamentals of Game Design	CSE 1322/L	3	
	See Area D Science requirement	1	

CSE 1321/L and CSE 1322/L must have a minimum grade of 'B.'

Upon completing CSE 1322/L with a minimum grade of 'B,' students should request to have their major changed to the fully admitted Computer Game Design & Development major.

is highly recommended for students who are new to programming.