### Course Completion

<table>
<thead>
<tr>
<th>Completed</th>
<th>Course Number</th>
<th>Credits</th>
<th>Course Name</th>
<th>Prerequisites, Corequisites and/or Prerequisites with Concurrency*</th>
<th>Semester Usually Offered</th>
</tr>
</thead>
</table>

#### Charger Foundations

| ☐ | EH 101 | 3 | College Writing I | Placement* | FA/SP/SU |
| ☐ | EH 102 | 3 | College Writing II | EH 101 or EH 101S | FA/SP/SU |
| ☐ | EH 103 | 3 | Accelerated College Writing | Placement* | SP |
| ☐ | EH 105 | 3 | Honors English Seminar | Honors | FA |

#### Area I: Freshman Composition 3-6 credits

- Fine Art: See attached for choices
- Literature: Completion of Area I
- Non-Literature Humanity - Ethics requirement: See attached for choices
- Humanities/Fine Arts/Literature: See attached for choices

#### Area II: Humanities and Fine Arts 12 credits

- Environmental Earth Science + Lab: See attached for choices
- Principles of Biology + Lab: See attached for choices
- General Chemistry I + Lab: See attached for choices
- General Physics w/ Calculus I + Lab: See attached for choices
- General Physics w/ Calculus II + Lab: See attached for choices

#### Area III: Mathematics and Sciences 11-12 credits

- Calculus A: Placement* or MA 113 or MA 115

#### Natural Sciences (Lab) 8 credits

- Environmental Earth Science + Lab: See attached for choices
- Principles of Biology + Lab: See attached for choices
- General Chemistry I + Lab: See attached for choices
- General Physics w/ Calculus I + Lab: See attached for choices
- General Physics w/ Calculus II + Lab: See attached for choices

#### Area IV: History and Social & Behavioral Sciences 12 credits

- History: See attached for choices
- Social & Behavioral Science: See attached for choices
- Social & Behavioral Science: See attached for choices
- History/Social & Behavioral Science: See attached for choices

#### Area V: Pre-Professional

- Charger Success - Science: REQUIRED
- Intro to Computer Programming: See attached for choices
- Technical Writing: Junior standing (60+ hours), EH 102/103/105
- Calculus B: MA 171
- Calculus C: MA 172
- Intro to Linear Algebra: MA 120 or MA 172
- Intro to Probability & Statistics: MA 201

#### Major Requirements

<table>
<thead>
<tr>
<th>Course Number</th>
<th>Credits</th>
<th>Course Name</th>
<th>Prerequisites with Concurrency*</th>
<th>Semester Usually Offered</th>
</tr>
</thead>
<tbody>
<tr>
<td>CS 121</td>
<td>3</td>
<td>Computer Science I</td>
<td>CS 102/103/104, prereq w/ conc: MA 113+</td>
<td>FA/SP/SU</td>
</tr>
<tr>
<td>CS 214</td>
<td>3</td>
<td>Intro to Discrete Structures</td>
<td>MA 171, (CS 121 or CPE 211)</td>
<td>FA/SP/SU</td>
</tr>
<tr>
<td>CS 221</td>
<td>3</td>
<td>Computer Science II: Date Structures</td>
<td>CS 121, MA 113 or 115, prereq w/ conc: MA 171</td>
<td>FA/SP/SU</td>
</tr>
<tr>
<td>CS 309/309L</td>
<td>3</td>
<td>Computer Org &amp; Switching Theory + Lab</td>
<td>MA 171, (CS 221 or CPE 212)</td>
<td>FA/SP/SU</td>
</tr>
<tr>
<td>CS 317</td>
<td>3</td>
<td>Intro Design/Analysis of Alg</td>
<td>MA 171, 244, CS 214, (CS 221 or CPE 212)</td>
<td>FA/SP/SU</td>
</tr>
<tr>
<td>CS 321</td>
<td>3</td>
<td>Intro Object-Oriented Prog Java</td>
<td>CS 221</td>
<td>FA/SP/SU</td>
</tr>
<tr>
<td>CS 413/413</td>
<td>3</td>
<td>Intro to Digital Comp Architecture + Lab</td>
<td>CS 309</td>
<td>FA/SP/SU</td>
</tr>
<tr>
<td>CS 424</td>
<td>3</td>
<td>Principles Programming Language</td>
<td>CS 317</td>
<td>FA/SP/SU</td>
</tr>
<tr>
<td>CS 490</td>
<td>3</td>
<td>Intro to Operating Systems</td>
<td>CS 413</td>
<td>FA/SP</td>
</tr>
<tr>
<td>CS 499</td>
<td>3</td>
<td>Sr Project: Team Software Design</td>
<td>CS 317</td>
<td>FA/SP</td>
</tr>
</tbody>
</table>

#### Entertainment Computing Concentration Requirements 12 credits

- Intro to Technologies, Multimedia, & Gaming
- Artificial Intelligence & Game Development
- Intro to Video Game Design & Programming

#### Data Science Concentration Elective Requirements 9 credits

- Dramatic Media Elements: See attached for choices

Choose two:

- Mobile Computing Appl Inct & Design: CS 221 or CPE 212
- Intro to Multimedia Systems: CS 317
- Advanced Computer Graphics: CS 445, junior or senior standing
- Game Engines & Level Development: CS 330 and 445

#### General Electives

Elective courses can be taken from any department and do not have to be taken in your major or minor.

**Total = 120+ credits to graduate**

36 of the 120 credits must be taken at 300-level or higher.
## Charger Foundations Choices

### I. Freshman Composition
Choose 1
- College Writing I & II (EH 101 + 102)
- Intensive Writing & Studio & Freshman Comp II (EH 101S + 101L & EH 102)
- Honors English Seminar (EH 105; equivalent to EH 101 & EH 102)
- Accelerated College Writing (EH 103; equivalent to EH 101 & EH 102)

### II. Fine Arts
Choose 1
- Ancient to Medieval Art (ARH 100)
- Renaissance to Modern Art (ARH 101)
- World Art (ARH 103)
- Introduction to Drawing (ARS 160)
- Intro to Film Studies (FMA 123)
- Intro to Music Literature (MU 100)
- Theatre Appreciation (TH 122)

### II. Humanities (Literature)
Choose 1
- Readings Literature/Culture I (EH 207)
- Readings Literature/Culture II (EH 208)
- Honors Literature/Culture I (EH 209)
- Honors Literature/Culture II (EH 210)
- Literature Without Borders (EH 241)

### II. Humanities (Non-Literature)
Choose 1
- Intro to Ethics (PHL 102)
- Science, Tech & Human Values (PHL 150)

### III. Mathematics
Calculus A (MA 171)

### III. Natural Sciences (Lab) Sequence
Choose one 2-course sequence
- Environmental Earth Science (AES 103/103L) and Weather & Climate Change (AES 104/104L)
- Principles of Biology (BYS 119/121) and Organismal Biology (BYS 120/122)
- General Chemistry I (CH 121/125) and General Chemistry II (CH 123/126)
- General Physics w/ Calculus I (PH 111/114) and General Physics w/ Calculus II (PH 112/115)

### IV. History
Choose 1
- World History I (HY 103)
- World History II (HY 104)
- United States to 1877 (HY 221)
- United States Since 1877 (HY 222)

### IV. Social & Behavioral Sciences
Choose 2
- World Geography (AES 105)
- Human Geography (AES 110)
- Global systems & Cultures (GS 200)
- Macroeconomics (ECN 142)
- Microeconomics (ECN 143)
- American Govt (PSC 101)
- Politics & Foreign Govt (PSC 102)
- General Psychology (PY 101)
- Macro Economics (ECN 143)
- Micro Economics (ECN 143)
- American Government (PSC 101)
- Intro to Sociology (SOC 100)
- Intro to Criminology (SOC 103)

**Students must take one literature and one history course.**

**Students must also take either a second literature or history course to complete a sequence.**

### Area II Sequence
Take a 2nd Literature AND History or Social & Behavioral Science

### OR

### Area IV Sequence
Take a 2nd History AND Fine Arts or Non-Literature Humanities or Literature Humanities

### Area V. Choices

#### Intro to Computer Programming
Choose 1
- Intro to C Programming (CS 102)
- Intro to Programming Using Java (CS 103)
- Intro to Computer Science Using Python (CS 104)

### Major Choices

#### Dramatic Media Elements
Choose 1
- Animation: Introduction (ARS 220)
- Graphic Design: Introduction (ARS 230)
- Photography: Introduction (ARS 250)
- Animation: Organic Modeling (ARS 321)
- Animation: 3D Animation (ARS 322)
- Animation: Technical Arts (ARS 324)
- Animation: Visual Story Development (ARS 327)
- Animation: Concept Art (ARS 328)
- Graphic Design: Web User Experience I (ARS 334)
- Photo: Digital I (ARS 350)
- Photo: Documentary (ARS 355)
- Multimedia I (ARS 393)
- Music Technology IV (MU 306)
- Special Topics in Comm Arts (CM 340)
- Fiction Writing (EH 410)
- Elements of Theatre Production (TH 225)