

APPROVED CSG ELECTIVES

DESIGN			DEVELOPMENT		
CSG COURSES			CSG COURSES		
CSG 4863	Special Topics	1-4	CSG 4283	Game Assets: 3d Modeling & Animation	3
CSG 4991	Professional Development in CSG	1	CSG 4293	Game Assets: Character Modeling	3
			CSG 4863	Special Topics	1-4
			CSG 4991	Professional Development in CSG	1
CS COURSES			CS COURSES		
CS 2001	Computer and Engineering Ethics	1	CS 2001	Computer and Engineering Ethics	1
CS 2033	Computer Arch., Organization & Assembler	3	CS 3003	Comparative Programming Languages	3
CS 3003	Comparative Programming Languages	3	CS 3033	Web Apps Development	3
CS 3013	Discrete Mathematics	3	CS 3073	Introduction to Cyber Security	3
CS 3053	System Administration	3	CS 4163	Database Systems	3
CS 4613	Fund of Comp Graphics	3	CS 4253	Artificial Intelligence	3
CS 3033	Web Apps Development	3	CS 4333	Computer Networks	3
CS 3053	Operating Systems	3	CS 4373	High Performance Computing	3
CS 3073	Introduction to Cyber Security	3	CS 4643	Bioinformatics	3
CS 4033	Game Engine Design		CS 4753	Robotics	3
CS 4163	Database Systems	3	CS 4863	Special Topics	1-4
CS 4253	Artificial Intelligence	3			
CS 4333	Computer Networks	3			
CS 4373	High Performance Computing	3			
CS 4643	Bioinformatics	3			
CS 4753	Robotics	3			
CS 4863	Special Topics	1-4			
ART COURSES			ART COURSES		
ART 1103	Drawing I	3	ART 1103	Drawing I	3
ART 1183	Design I	3	ART 1183	Design I	3
ART 1193	Design II		ART 1193	Design II	
ART 2023	Drawing II	3	ART 2023	Drawing II	3
ART 3443	Digital Drawing Illustration	3	Art 2063	Digital Survey & Practice	3
ART 3193	Photography I	3	ART 3443	Digital Drawing Illustration	3
ART 3243	Graphics Communication I	3	ART 3193	Photography I	3
ART 3323	Digital Photography	3	ART 3243	Graphics Communication I	3
ART 4253	Interactive Multimedia	3	ART 3323	Digital Photography	3
ART 4263	Digital Video and Animation	3	ART 4253	Interactive Multimedia	3
ART 4803	Special Topics in Art and Design	1-4	ART 4263	Digital Video and Animation	3
ARTH 2203	Survey of Art History I	3	ART 4803	Special Topics in Art and Design	1-4
ARTH 2223	Survey of Art History II	3	ARTH 2203	Survey of Art History I	3
			ARTH 2223	Survey of Art History II	3
CIS COURSES			CIS COURSES		
CIS 2013	Business Programming Concepts I	3	CIS 2013	Business Programming Concepts I	3
CIS 3023	Business Programming Concepts II	3	CIS 3023	Business Programming Concepts II	3
CIS 3043	Telecommunications	3	CIS 3043	Telecommunications	3
CIS 4043	Database Design and Applications	3	CIS 4043	Database Design and Applications	3
CIS 4053	Systems Analysis and Design	3	CIS 4053	Systems Analysis and Design	3
EDUCATION COURSES			EDUCATION COURSES		
EDUC 1101	Introduction to Education	1	EDUC 1101	Introduction to Education	1
EDUC 2033	Critical Thinking	3	EDUC 2033	Critical Thinking	3
EDUC 2063	Advanced Educational Technology	3	EDUC 2063	Advanced Educational Technology	3
EDUC 2083	Design Thinking in Schools & Communities	3	EDUC 2083	Design Thinking in Schools & Communities	3
EDU 2123	Introduction to Stem Education	3	EDU 2123	Introduction to Stem Education	3
EDUC 3171	Educational Technology for Instruction	1	EDUC 3171	Educational Technology for Instruction	1

FILM STUDIES ENGLISH COURSES				FILM STUDIES ENGLISH COURSES			
FLM 2013 ENGL 2073	Introduction to Filmmaking	3		FLM 2013 ENGL 2073	Introduction to Filmmaking	3	
FLM 2403 ENGL 2403	Introduction to Creative Writing	3		FLM 2403 ENGL 2403	Introduction to Creative Writing	3	
FLM 3083	Advanced Techniques in Film Production	3		FLM 2273	Film History	3	
FLM 3153 ENGL 3053	Literature and Film	3		FLM 3083	Advanced Techniques in Film Production	3	
FLM 3473	Media Production and Criticism	3		FLM 3143	Screenwriting I	3	
FLM 4024	Narrative Film Production II	4		FLM 3153 ENGL 3053	Literature and Film	3	
FLM 4143	Screenwriting II	3		FLM 3473	Media Production and Criticism	3	
				FLM 4014	Narrative Film Production I	4	
				FLM 4024	Narrative Film Production II	4	
				FLM 4163 ENGL 4163	Film Genres	3	

MARKETING & MANAGEMENT COURSES				MARKETING & MANAGEMENT COURSES			
MKTG 2013	Applied Creativity and Innovation	3		MKTG 2013	Applied Creativity and Innovation	3	
MGT 2043	Making Ideas Happen	3		MGT 2043	Making Ideas Happen	3	
MGT 3053	Enterprise Design	3		MGT 3053	Enterprise Design	3	
MGT 4143	Business Plan Competition	3		MGT 4143	Business Plan Competition	3	
MGT 4163	Leading Change	3		MGT 4163	Leading Change	3	

MUSIC COURSES				MUSIC COURSES			
MUS 2133	Music and Film	3		MUS 2133	Music and Film	3	
MUS 3113	Introduction to Digital Recording	3		MUS 3113	Introduction to Digital Recording	3	
MUS 3123	Digital Recording II	3		MUS 3123	Digital Recording II	3	
MUS 3123	Digital Recording II	3		MUS 3123	Digital Recording II	3	
MUS 3413	Scoring Music for Video Games	3		MUS 3413	Scoring Music for Video Games	3	

PSYCHOLOGY COURSES				PSYCHOLOGY COURSES			
PSY 2143	Psychology of Advertising	3		PSY 2143	Psychology of Advertising	3	
PSY 2253	Foundations of Psychology	3		PSY 2253	Foundations of Psychology	3	

SCIENCE COURSES				SCIENCE COURSES			
BIOL 2153	Human Anatomy + Lab	4		BIOL 2153	Human Anatomy + Lab	4	
Phys 2063	General Physics II + Lab	4		Phys 2063	General Physics II + Lab	4	

THEATRE COURSES				THEATRE COURSES			
THEA 1053	Improvisation	3		THEA 1053	Improvisation	3	
THEA 2093	The Art of Acting	3		THEA 2093	The Art of Acting	3	
THEA 2202	Voice and Movement I	3		THEA 2202	Voice and Movement I	3	
THEA 2333	Acting I	3		THEA 2333	Acting I	3	
THEA 3202	Voice and Movement II	3		THEA 3202	Voice and Movement II	3	
THEA 3343	Acting II	3		THEA 3343	Acting II	3	

Considerations for choosing electives: What role in the game industry are you looking to obtain?

- **CSG Development** students should consider taking **CSG 4283**, **CSG 4293** and/or other **ART** classes to familiarize themselves with the art process.
- **CSG Development** students can take **CS 4373** and **CS 4643** for an additional **minor in High Performance Computing**
- **CSG Design** students who want to focus on **character modeling & animation** should consider taking **BIOL 2153**, **THEA 1053**, **THEA 2333** and/or other acting courses
- **CSG Design** students might qualify for an **ENGL minor** with the addition of **ENGL 2402** (FLM 2403)
- **CSG** students who want to focus on managing their own studio should consider taking the approved **Marketing and Management courses** which can also be applied to a **minor in Innovation, Change and Entrepreneurship**
- **CSG** students who want to focus on game producing and management side should consider taking the approved **Computer Information Systems courses** which can also be applied to a **minor in Computer Information Systems**