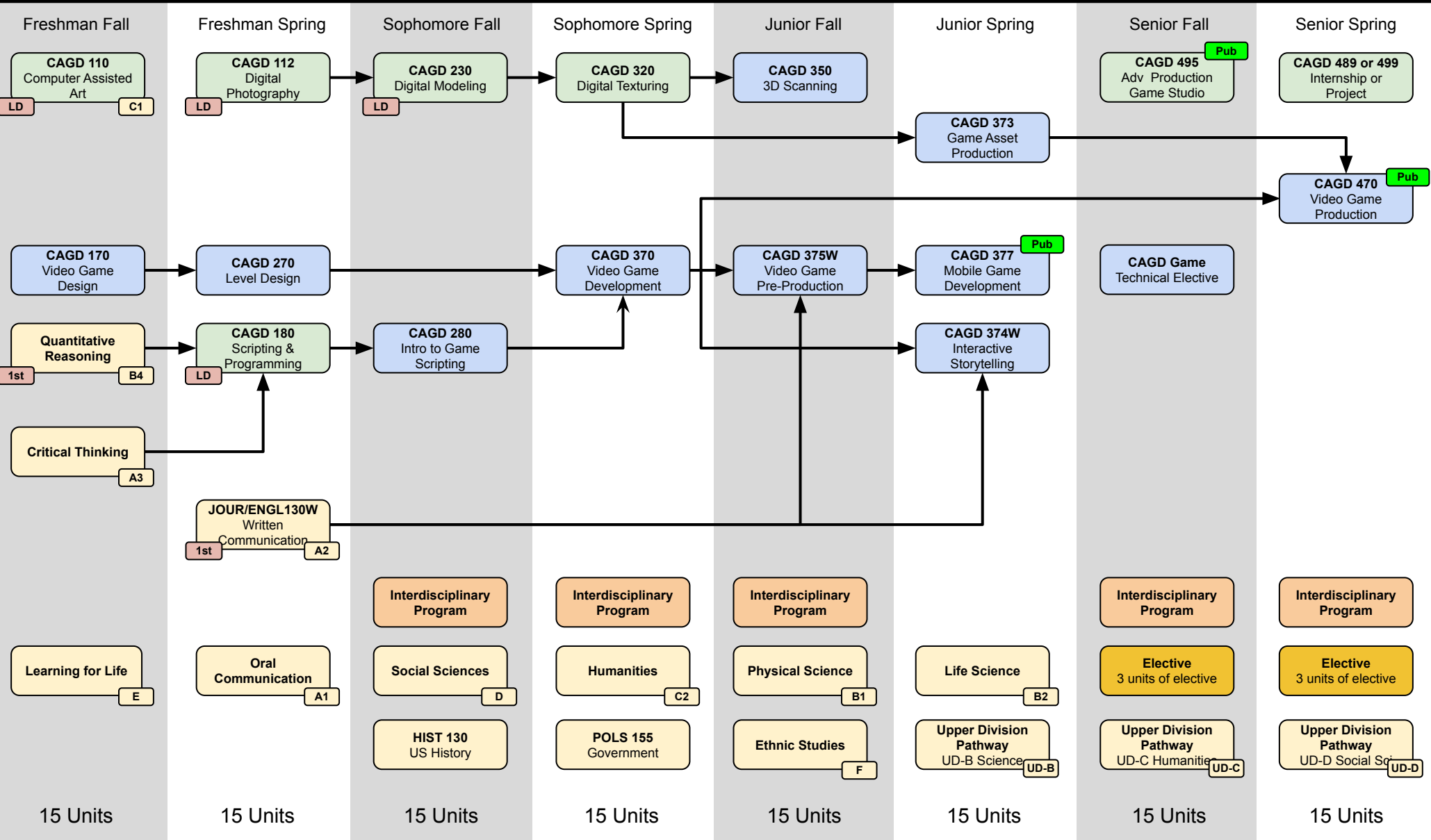


# CAGD Game Development Option 4-Year Flowchart



→ Arrows represent prerequisite classes. Must take the class on the left before you take the class on the right. All CAGD prerequisite must be completed with a C- or higher.

  All CAGD Majors  
   All Game Dev  
   All Animation Prod  
   Animation Grouping  
   CGI Grouping  
   Interdisciplinary Program  
   General Education

LD You must complete CAGD 110, CAGD 112, CAGD 180, and CAGD 230 with a C- or better before you can take any upper division CAGD course (courses with numbers >= 300).

Pub CAGD courses in which team projects are published, thus it is best to not take more than one in a semester.

Interdisciplinary Program Interdisciplinary Program consists of five (5) courses from the Interdisciplinary pool (see Catalog) selected in consultation with your CAGD Advisor.

  Small boxes General Education (GE) requirement (the requirement is listed in the box). 1st GE A2 & B4 must be taken during the first year.

B3 Quantitative Reasoning for CAGD requires no specific course, consider MATH 101, FINA 101, MATH 105; a Computer Science Minor requires MATH 119 a requirement for CSCI 111 Your GE classes must include 1 Global Culture (GC), 1 United States Diversity (USD), 2 Writing Intensive (W) plus JOUR/ENGL 130W and CAGD 345W.

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