UT Permian Basin™

Bachelor of Science in Computer Science
- **Game & Simulation Track**
COLLEGE OF Arts and Sciences
Degree Map | 2020-2021

	YOUR CLASS **SCHEDULE**	ACADEMIC **ADVISING**	ENRICHING **EXPERIENCES**	LIFELONG **SUCCESS**
Freshman	• Complete core courses recommended for your degree plan • Focus on English, History, Math, and Computer Science courses • Enroll in 14 credit hours Fall and Spring semesters • Pass all your prerequisite classes with a C or better	• Participate in New Student Orientation • Meet with your Academic Advising Center Freshman Advisor before registration • Plan the class schedule and register for classes	***Prioritize Your Wellness*** • Participate in campus recreation • Attend Financial Literacy seminars • Form healthy study habits ***Build Your Community*** • Use FalconLink & attend Club Day • Volunteer at regional science fair • Attend campus events ***Explore Your World*** • Attend an athletics event, musical performance, or visit the art gallery	***Build Your Brand*** • Draft your resume • Register for the Job Board ***Craft Your Future*** • Explore career options • Practice problem solving approaches • Explore & utilize Computer Science research labs • Have coffee with a faculty member
Sophomore	• Complete core courses recommended for your degree plan • Focus on Political Science, Math, Science with lab and Computer Science courses • Enroll in 18 credit hours Fall and 16 credit hours Spring semester • Pass all your prerequisite classes with a C or better.	• Meet with your Academic Advising Center Advisor before registration • Plan class schedule and register for classes • Register for classes as soon as possible	***Prioritize Your Wellness*** • Enjoy outdoor spaces on campus ***Build Your Community*** • Join an organization (ex: ACM club) • Explore campus leadership (SGA, Orientation Leader, Resident Asst.) ***Explore Your World*** • Consider study abroad • Attend a lecture series	***Build Your Brand*** • Update your resume • Join LinkedIn • Consider student employment ***Craft Your Future*** • Participate in mock interviews • Work on a project development team • Attend an internship/career fair • Research local part-time job opportunities in area of interest
Junior	• Focus on Math and Computer Science courses • Enroll in 16 credit hours Fall and 15 credit hours Spring semester • Pass all your computer science classes with C or better	• Meet with your Computer Science Academic Advisor before registration • Register for classes as soon as possible	***Prioritize Your Wellness*** • Attend a health fair ***Build Your Community*** • Run for organization officer role • Apply to be a Falcon Ambassador ***Explore Your World*** • Consider study abroad • Participate in service learning	***Build Your Brand*** • Update your resume • Conduct research with faculty • Study advanced topics of game & simulation in computer science and work on game & simulation related computer projects ***Craft Your Future*** • Research local internships o& part-time job opportunities in areas of game & simulation
Senior	• Focus on Computer Science and minor courses • Enroll in 15 credit hours Fall and 12 credit hours Spring semester	• Meet with your Computer Science Academic Advisor before registration • Apply for graduation	***Prioritize Your Wellness*** • Attend financial literacy seminars ***Build Your Community*** • Attend your ring ceremony • Join Alumni Association upon graduation ***Explore Your World*** • Consider study abroad (summer prior to senior year)	***Build Your Brand*** • Update your resume & project portfolio • Present research • Strengthen your ability to work on real life projects • Apply what you have learned to develop advanced projects ***Craft Your Future*** • Participate in an internship or fellowship • Apply for jobs

UTPB students will graduate with these skills:

- Leadership
- Problem-solving
- Communication
- Critical Thinking
- Collaboration
- Confidence
- Global Awareness
- Teamwork
- Critical Thinking

Career opportunities:

- Mobile game developer
- Game programmer

- Game test analyst
- Warehouse team member

Bachelor of Science in Computer Science
- **Game & Simulation Track**
College of Arts and Sciences
Degree Map | 2020-2021

Bachelor of Science in Computer Science REQUIREMENTS (Game & Simulation Track)

Semester 1		**Semester 2**	
ENGL 1301		ENGL 1302	
HIST 1301		HIST 1302	
COSC 1430		COSC 2430	
MATHS 2412		MATH 2413	
1101 UNIV			
	15 hours		**14 hours**

Semester 3		**Semester 4**	
PLSC 2305		PLSC 2306	
COSC 2420		COSC 3310	
MATH 2414		COSC 3315	
Science with Lab (4 credits)		Science with Lab (4 credits)	
Creative Arts (3 credits)		COMM 1315	
	18 hours		**16 hours**

Semester 5		**Semester 6**	
MATH 3301		MATH 3305	
COSC 3312		ARTS 2348	
COSC 3420		ARTS 2358	
ENGL 2300 Level Literature Survery		COSC 4490	
Social and Behavior Science (3 credits)		COSC 4361	
	16 hours		**16 hours**

Semester 7		**Semester 8**	
ARTS 3358		COSC 4395 Computer Science (Research)	
COSC 4362		COSC 4311 NTSC (Capstone)	
COSC 4361		Minor or Electives	
Minor or Electives		Minor or Electives	
	12 hours		**13 hours**

- **Complete a total of at least 120 credit hours**
- **Complete the general education requirements**
- **Complete 48 hours at the junior/senior level, of which 30 must be at UTPB**
- **Complete the department requirements**
- **Complete the minor requirements**