

# Computer Science Curriculum Flowchart (120 credits)

Catalog Year 2021-22 to present

Freshman  
Fall  
14 credits

Freshman  
Spring  
14 credits

Sophomore  
Fall  
15 credits

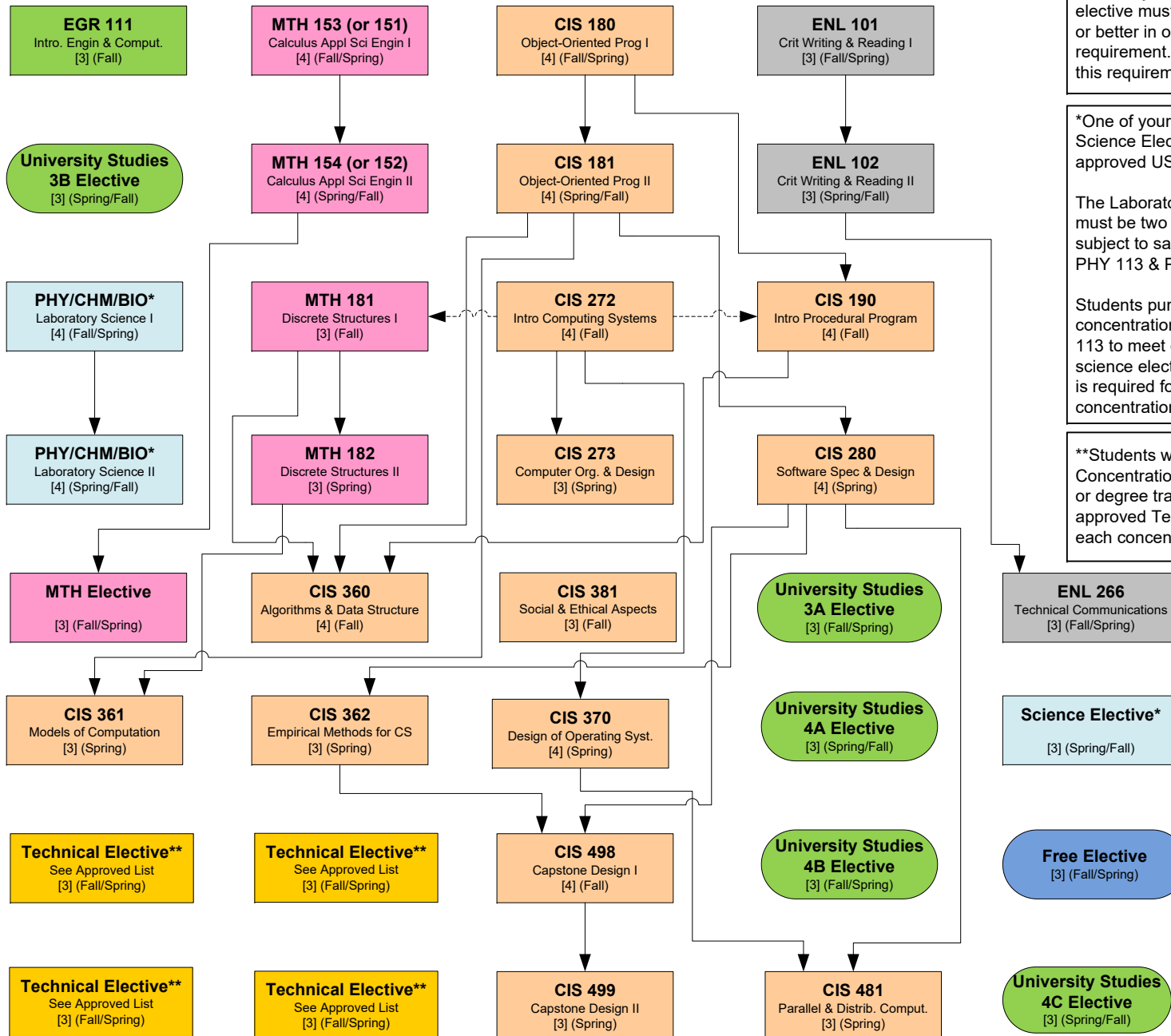
Sophomore  
Spring  
14 credits

Junior  
Fall  
16 credits

Junior  
Spring  
16 credits

Senior  
Fall  
16 credits

Senior  
Spring  
15 credits



Note: Any CIS core course or technical elective must be passed with a grade of C or better in order to satisfy the requirement. There are two exceptions to this requirement, CIS 381 and CIS 362.

\*One of your Laboratory Science or CIS Science Elective courses must also be an approved US 2A course.

The Laboratory Science I/II requirements must be two courses from the same subject to satisfy the requirement. Ex. PHY 113 & PHY 114.

Students pursuing the Game Design concentration should plan to take PHY 113 to meet either the lab science or science elective requirement as PHY 113 is required for the Game Design concentration.

\*\*Students with a declared CIS Concentration should refer to the catalog or degree tracking sheet to see the list of approved Technical Elective courses for each concentration.