

Student Name: \_\_\_\_\_

ID: \_\_\_\_\_

### Minor in Computer Game Design Requirement Tracking Sheet

<i>Required (Core) Courses</i>			
Course Number	Course Title	Credits	Grade Earned Semester Taken
CIS 180	Object-Oriented Programming I	4	
CIS 181	Object-Oriented Programming II	4	
CIS 360	Algorithms & Data Structures	4	
CIS 464	Computer Game Design	3	
PHY 101	Introduction to Physics I <b>or</b>	3 or 4	
PHY 111	Physics for Science and Engineering I <b>or</b>		
PHY 113	Classical Physics I		

<i>Elective Courses – choose two</i>			
CIS 412	Artificial Intelligence	3	
CIS 431	Human-Computer Interaction	3	
CIS 433	Mobile Application Development with Android	3	
CIS 434	Mobile Application Development with iOS	3	
CIS 452	Database Systems	3	
CIS 454	Computer Graphics	3	
CIS 463	Game Engine Design	3	
CIS 466	Introduction to Mobile Robotics	3	
CIS 475	Computer Networks	3	
CIS 476	Network Programming	3	
CIS 477	Computer and Information System Security	3	

<i>Curriculum Summary</i>	
Total number of courses required for the Minor	7
Total credit hours required for Minor	24-25
<b>Notes:</b>	
<ul style="list-style-type: none"> <li>• All CIS courses must be completed with a grade of C or better.</li> <li>• Per University policy, nine (9) credits at the 300+ level must be unique to the minor (<i>i.e.</i> can't also be used towards a student's major).</li> </ul>	