

# AS-T Computer Science to B.S. Computer Science: Game Development Concentration 2022-2023

This pathway is for students who completed an AS-T in Computer Science and sent degree verification to CSUMB.

Fall Junior Courses (15 units total)	Course or GE Title	Units	GE/Major
<b>CST 300</b>	Major ProSeminar	4	GWAR, Core
<b>CST 338</b>	Software Design	4	Core
<b>CST 325</b>	Graphics Programming	4	Conc #1
<b>US History course such as CST 274</b>	CSU American Institutions requirement if not completed prior to transfer	3	US1
Spring Junior Courses (15 units total)	Course or GE Title	Units	GE/Major
<b>CST 370</b>	Design & Analysis of Algorithms	4	Core
<b>CST 205, 311, 336, 363, 383 or 438</b>	CS elective not counted elsewhere	4	CS Elective #1
<b>CST 326 (fall only)</b>	Game Development	4	Conc #2
<b>SPAN 340 or 350 or JAPN 340 or 350</b> (may take any UDC if language completed prior to transfer)	Upper-division humanities/world language	3	UDC WCL
Fall Senior Courses (16 units total)	Course or GE Title	Units	GE/Major
<b>CST 334</b>	Operating Systems	4	Core
<b>CST 205, 311, 336, 363, 383 or 438</b>	CS elective not counted elsewhere	4	CS Elective #2
<b>CST 426 (fall only)</b>	Advanced Game Development	4	Conc #3
<b>CST 205, 311, 336, 363, 383 or 438</b>	CS elective not counted elsewhere	4	CS Elective #3
Spring Senior Courses (14 units total)	Course or GE Title	Units	GE/Major
<b>CST 499</b>	Computer Science Capstone	4	Core
<b>CST 329 or any UDB</b>	Reasoning with Logic	3	UDB
<b>CST 462s</b>	Race, Gender, Class in the Digital World	3	Core, UDSDL,UDD,ES*
<b>SL 210S or HCOM 260S or SBS 212S</b>	CSU American Institutions requirement if not completed prior to transfer	3	US2,3
<b>Free elective if needed</b>	Elective if needed to reach 120 units	1	Elective if needed
<b>Total Game Development Transfer:</b>		<b>60</b>	

\*Transfer students with catalog rights to a GE catalog prior to fall 2021 must complete CSUMB's Ethnic Studies (ES) requirement.