

Note that this is a “Typical Program.” Actual programs will vary. See the Academic Catalog for official details.

COMPUTER SCIENCE B.S. DEGREE
Digital Media Track

Advisor: Dr. Lehman

Fall 2014			Spring 2015		
<u>CS 116:</u>	<u>Computer Concepts & Program I²</u>	4	<u>CS 216:</u>	<u>Programming II</u>	3
<u>DM 105:</u>	<u>Tools & Media Mgmt for Anim</u>	1	<u>MA 161:</u>	<u>Math for Manager & Soc Science</u>	4
<u>MA 165:</u>	<u>Intro to Discrete Mathematics</u>	3	<u>HS 116:</u>	<u>Hist Persp on Cult & Civ II</u>	3
<u>HS 115:</u>	<u>Hist Persp on Cult & Civ I</u>	3	<u>EN 151:</u>	<u>Perspectives on Literature</u>	3
<u>EN 121:</u>	<u>Academic Writing and Research</u>	3		<u>Core Curriculum Social Science</u>	3
<u>EX 101:</u>	<u>Wellness for Life</u>	2			
	total	16		total	16
Fall 2015			Spring 2016		
* <u>CS 325:</u>	<u>Data Structures</u>	4	* <u>CS 175:</u>	<u>Web Scripting</u>	3
<u>DM 220:</u>	<u>3D Computer I: Foundations</u>	3	<u>DM 320:</u>	<u>3D Computer II: Character Design</u>	3
<u>BR 111:</u>	<u>Biblical History and Literature</u>	3	<u>CO 215:</u>	<u>Public Speaking</u>	3
115:	<u>Introduction to AR/DM/MU/TH</u>	2	<u>MI 285:</u>	<u>Core Curriculum Christian Faith</u>	3
	<u>Core Curriculum Social Science</u>	3	<u>PL ___:</u>	<u>Introduction to Philosophy/Ethics</u>	3
	total	15		total	15
Fall 2016			Spring 2017		
* <u>CS 315:</u>	<u>Comp Arch & Assembler Lang</u>	4	* <u>CS 245:</u>	<u>System Anal & Design Methods</u>	3
* <u>CS 425:</u>	<u>Principles of Networking</u>	4	* <u>CS 286:</u>	<u>Visual Programming</u>	3
<u>DM 420:</u>	<u>3D Computer III: Environments</u>	3	* <u>CS 355:</u>	<u>Operating Systems</u>	3
	<u>Laboratory Science</u>	4	* <u>PH 261:</u>	<u>Analog & Digital Electronics</u>	2
				<u>Laboratory Science</u>	4
	total	15		total	15
Fall 2017			Spring 2018		
* <u>CS 415:</u>	<u>Database Management Systems</u>	3	<u>CS 436:</u>	<u>Senior Project II: Implementation</u>	3
<u>CS 435:</u>	<u>Senior Project I: Anal & Design</u>	3	<u>DM 384_{3D}:</u>	<u>Advanced 3D</u>	2
<u>BR ___:</u>	<u>Bible Elective [300+ level]</u>	3		<u>Creative Studio Arts</u>	1
	<u>Electives</u>	6		<u>Electives [300+ level]³</u>	3
				<u>Electives</u>	6
	total	15		total	15

NOTES:

- Students who take mathematics or computer science courses must demonstrate satisfactory mathematics placement scores prior to enrolling in their intended mathematics or computer science courses (*see mathematics placement policy in Catalog under Academic Information*).
- CS 111 and CS 117 may be taken in place of CS 116.
- Majors must be careful in selection of electives so that a sufficient number of upper division courses are taken. A minimum of 36 hours of 300+ courses is required for graduation.

*Indicates alternating year course.

Underlining indicates required for major.