

BACHELOR OF SCIENCE IN COMPUTATIONAL MEDIA - PEOPLE-GAMES

| Code | Title | Credit Hours |
|---|--|--------------|
| Wellness | | |
| APPH 1040 | Scientific Foundations of Health or APPH 10 The Science of Physical Activity and Health or APPH 10 Flourishing: Strategies for Well-being and Resilience | 2 |
| Core A - Essential Skills | | |
| ENGL 1101 | English Composition I | 3 |
| ENGL 1102 | English Composition II | 3 |
| MATH 1552 | Integral Calculus | 4 |
| Core B - Institutional Options | | |
| CS 1301 | Introduction to Computing ¹ | 3 |
| Core C - Humanities | | |
| Any HUM | | 3 |
| Any LMC HUM | | 3 |
| Core D - Science, Math, & Technology | | |
| Lab Science | | 8 |
| MATH 1551 | Differential Calculus | 2 |
| MATH 1554 | Linear Algebra ⁴ or MATH 1554 Near Algebra with Abstract Vector Spaces | 4 |
| Core E - Social Sciences | | |
| Select one of the following: | | 3 |
| HIST 2111 | The United States to 1877 | |
| HIST 2112 | The United States since 1877 | |
| INTA 1200 | American Government in Comparative Perspective | |
| POL 1101 | Government of the United States | |
| PUBP 3000 | American Constitutional Issues | |
| PSYC 1101 | General Psychology | 3 |
| Any SS | | 6 |
| Core F - Courses Related to Major | | |
| CS 1331 | Introduction to Object Oriented Programming ¹ | 3 |
| CS 1332 | Data Structures and Algorithms for Applications ¹ | 3 |
| CS 2050 | Introduction to Discrete Mathematics for Computer Science ¹ | 3 |
| CS 2340 | Objects and Design ¹ | 3 |
| LMC 2700 | Introduction to Computational Media ¹ | 3 |
| MATH 2550 | Introduction to Multivariable Calculus ⁴ | 2 |
| Major Requirement | | |
| CS 2261 | Media Device Architectures ¹ | 4 |
| CS 4001 | Computing, Society, and Professionalism or CS 4726 Privacy, Technology, Policy, and Law or SLS 311C Technology and Sustainable Community Development | 3 |
| Junior Design Option (Capstone) | | |
| Junior Design Option ^{1,3} | | 6 |
| People Requirements | | |

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|--|---|------------|
| PSYC 2015 | Research Methods ¹ | 4 |
| CS 3750 | Human Computer Interface Design and Evaluation | 3 |
| Social/Behavioral Science (select one): ¹ | | 3 |
| PSYC 2210 | Social Psychology | |
| PSYC 2760 | Human Language Processing | |
| PSYC 3040 | Sensation and Perception | |
| Human-Centered Techology (select two): ¹ | | 6 |
| CS 3790 | Introduction to Cognitive Science | |
| CS 4460 | Introduction to Information Visualization | |
| CS 4470 | Introduction to User Interface Software | |
| CS 4472 | Design of Online Communities | |
| CS 4605 | Mobile and Ubiquitous Computing | |
| CS 4660 | Introduction to Educational Technology | |
| CS 4745 | Information and Communication Technologies and Global Development | |
| Games Requirements | | |
| LMC 2410 | Introduction to Game Studies ¹ | 3 |
| LMC 4710 | Game Studio ¹ | 3 |
| CS 3600 | Introduction to Artificial Intelligence ¹ | 3 |
| Design course: ¹ | | 3 |
| LMC 2730 | Constructing the Moving Image | |
| LMC 3710 | Principles of Interaction Design | |
| Game Design courses: ¹ | | 9 |
| LMC 4720 | Interactive Narrative | |
| LMC 4725 | Games Design as a Cultural Practice | |
| LMC 4730 | Experimental Digital Art | |
| LMC 4731 | Game AI | |
| CM or Media Courses ¹ | | 6 |
| LMC 2400 | Introduction to Media Studies | |
| LMC 2500 | Introduction to Film | |
| LMC 3206 | Communication and Culture | |
| LMC 3314 | Technologies of Representation | |
| LMC 3362 | Science, Technology and Performance | |
| LMC 3406 | Video Production | |
| LMC 3402 | Graphic and Visual Design | |
| LMC 3853 | Special Topics in Film | |
| Any LMC 27XX, 37XX, 47XX, 325X | | |
| Free Electives | | |
| Free Electives | | 2 |
| Total Credit Hours | | 122 |

Pass Fail is allowed for courses in core areas C, D, E and Free.

¹ Minimum grade of C required.

³ Junior Design Options are as follows (students must pick one option and may not change):

- Option 1 - LMC 3432 LMC 3432, LMC 3431, CS 3311 CS 3311, CS 3312 CS 3312.
- Option 2 - ECE VIP courses and LMC 3403 LMC 3403.
- Option 3 - Satisfy Georgia Tech Research Option
- Option 4- CS 2701 CS 2701 (3 hours), CS 4699-I2P (3 hours), LMC 3403 LMC 3403 (3 hours) = 9 hours OR CS 4699- I2P (6 hours), LMC 3403 LMC 3403 (3 hours) = 9 hours

Six credits of the Junior Design option are used as Major Requirements and the overage credits of research/VIP (5 credit hours/2 credit hours) may be used as free electives. Students completing VIP for their junior design requirement will be required to complete at least three semesters of VIP. (VIP 1 + VIP 2 + VIP 3) (for a total of 5 credit hours) + LMC 3403 = 8 hours of VIP credit. Students using CREATE-X for junior design take at least 6 hours of CREATE-X Start-up Lab and Idea 2 Prototype (I2P) and 3 of the 6 hours must be I2P. Students take these 6 hours with LMC 3403 (3 hours) for a total of 9 hours. Extra three hours for CREATE-X option can be used in free electives.

⁴ Two credit hours of MATH 1554 may count along with MATH 2550 to give Area F 18 credit hours.