## **BACHELOR OF SCIENCE IN COMPUTATIONAL MEDIA -INTELLIGENCE - GAMES**

Wellness Requirement  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  Core IMPACTS  Institutional Priority  CS 1301 Introduction to Computing 1 3 or CS 1315 Introduction to Media Computation  Mathematics and Quantitative Skills  MATH 1552 Integral Calculus 4  Political Science and U.S. History  HIST 2111 The United States to 1877 3 or HIST 2112 The United States since 1877 3 or HIST 2113 The United States since 1877 4 or INTA 120 Memerican Government in Comparative Perspective or POL 110 IGovernment of the United States or PUBP 30 00 merican Constitutional Issues  Arts, Humanities, and Ethics  Any HUM 6 Communicating in Writing  ENGL 1101 English Composition I 3 3 ENGL 1102 English Composition I 3 3 ENGL 1102 English Composition I 3 3 ENGL 1102 English Composition I 3 3 ENGL 1104 English Composition I 3 3 ENGL 1105 English Composition I 3 3 ENGL 1105 English Composition I 3 3 ENGL 1106 English Composition I 3 3 ENGL 1107 English Composition I 3 3 ENGL 1108 English Composition I 3 3 ENGL 1109 English Composition I 3 3 English Composition I 3 4 4 5 English Composition I 5 English Com	Code	Title	Credit Hours		
or APPH 10 The Science of Physical Activity and Health or APPH 10 Flourishing: Strategies for Well-being and Resilience  Core IMPACTS  Institutional Priority  CS 1301 Introduction to Computing 1 3 or CS 1315 Introduction to Media Computation  Mathematics and Quantitative Skills  MATH 1552 Integral Calculus 4  Political Science and U.S. History  HIST 2111 The United States to 1877 3 or HIST 2112 The United States since 1877 or INTA 120@merican Government in Comparative Perspective or POL 1101Government of the United States or PUBP 300@merican Constitutional Issues  Arts, Humanities, and Ethics  Any HUM 6  Communicating in Writing  ENGL 1101 English Composition I 3 English Composition II 3 Technology, Mathematics, and Sciences  Lab Science  MATH 1551 Differential Calculus 2 2 MATH 1551 Differential Calculus 2 2 MATH 1554 Linear Algebra 3 4 or MATH 15Linear Algebra with Abstract Vector Spaces  Social Sciences  Any SS 4 9 9  Field of Study  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 CS 2340 Objects and Design 1 3 CM 2700 Introduction to Multivariable Calculus 3 2 Major Requirements  CS 2110 Computer Organization and Programming 4 CS 4001 Computing, Society, and Professionalism or CS 4726 Privacy, Technology, Policy, and Law or SLS 311(Technology and Sustainable Community Development)	Wellness Requirement				
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Applications <sup>1</sup> CS 2050 Introduction to Discrete Mathematics for Computer Science <sup>1</sup> CS 2340 Objects and Design <sup>1</sup> 3  LMC 2700 Introduction to Computational Media <sup>1</sup> 3  MATH 2550 Introduction to Multivariable Calculus <sup>3</sup> 2  Major Requirements  CS 2110 Computer Organization and Programming 4  CS 4001 Computing, Society, and Professionalism or CS 3001 Computing, Society, and Professionalism or CS 4726 Privacy, Technology, Policy, and Law or SLS 311(Technology and Sustainable Community Development					
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MATH 2550 Introduction to Multivariable Calculus <sup>3</sup> 2  Major Requirements  CS 2110 Computer Organization and Programming 4  CS 4001 Computing, Society, and Professionalism 3  or CS 3001 Computing, Society, and Professionalism or CS 4726 Privacy, Technology, Policy, and Law or SLS 311CTechnology and Sustainable Community Development	CS 2340		3		
MATH 2550 Introduction to Multivariable Calculus <sup>3</sup> 2  Major Requirements  CS 2110 Computer Organization and Programming 4  CS 4001 Computing, Society, and Professionalism 3  or CS 3001 Computing, Society, and Professionalism or CS 4726 Privacy, Technology, Policy, and Law or SLS 311CTechnology and Sustainable Community Development	LMC 2700	Introduction to Computational Media <sup>1</sup>	3		
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CS 2110 Computer Organization and Programming 4 CS 4001 Computing, Society, and Professionalism 3 or CS 3001 Computing, Society, and Professionalism or CS 4726 Privacy, Technology, Policy, and Law or SLS 311(Technology and Sustainable Community Development					
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or CS 4726 Privacy, Technology, Policy, and Law or SLS 311(Technology and Sustainable Community Development					
or SLS 311(Technology and Sustainable Community Development					

Junior Design Option 1,2

Total Credit Hours		
Any LMC 2	7XX, 37XX, 47XX, 325X	
	Graphic and Visual Design	
	Video Production	
LMC 3314	Technologies of Representation	
	Communication and Culture	
LMC 2500	Introduction to Film	
LMC 2400	Introduction to Media Studies	
CM or Media	Courses (select three): <sup>1</sup>	9
LMC 4731	Game Al	
LMC 4730	Experimental Digital Art	
LMC 4725	Games Design as a Cultural Practice	
LMC 4720	Interactive Narrative	
Game Design courses (select three): 1		
	Principles of Interaction Design	
LMC 2730	Constructing the Moving Image	
	e (select one): <sup>1</sup>	3
LMC 4710	Game Studio 1	3
LMC 2410	Introduction to Game Studies 1	3
Games Requir		
CS 4731	Game Al	
CS 4650	Natural Language Understanding	
CS 4649	Robot Intelli Planning	
CS 4641	Machine Learning	
CS 4635	Knowledge-Based Artificial Intelligence	
CS 4510	Automata and Complexity Theory	
CS 4476	Introduction to Computer Vision	
Approaches to	o Intelligence (select three): <sup>1</sup>	9
	Sensation and Perception	
CS 3790	Introduction to Cognitive Science	
CS 3630	Introduction to Perception and Robotics	
Embodied Inte	elligence (select one): <sup>I</sup>	3
CS 3600	Introduction to Artificial Intelligence 1	3
CS 3510	Design and Analysis of Algorithms <sup>1</sup>	3
intelligence it	•	

Pass Fail is allowed for Free electives.

- Minimum grade of C required.
- Junior Design Options are as follows (students must pick one option and may not change):
  - · Option 1
    - LMC 3432LMC 3432LMC 3432LMC 3432LMC 3432, LMC 3431, CS 3311,CS 3
  - Option 2 ECE VIP courses and LMC 3403.
  - · Option 3 Satisfy Georgia Tech Research Option
  - Option 4- CS 2701 (3

hours), CS 4699CS 4699CS 4699CS 4699CS 4699-I2P (3 hours), LMC 3403 (3 hours) = 9 hours

OR CS 4699CS 4699CS 4699CS 4699- I2P (6 hours), LMC 3403 (3 hours) = 9 hours

• Option 5 - CS 4723 (3 hours), LMC 3403 (3 hours) = 6 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

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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-ip 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.

- Two credits of MATH 1554 may count along with MATH 2550 to give Field of Study 18 credit hours.
- PSYC 1101 is not required but strongly recommended as it is a pre-requisite for many upper-level major course requirements.
- 5 LMC courses cannot count in two thread areas at the same time. There is no double counting.