BACHELOR OF SCIENCE IN COMPUTATIONAL MEDIA - PEOPLE-GAMES

Code	Title	Credit Hours
Wellness Requirement		
APPH 1040	Scientific Foundations of Health	2
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
Arts, Humanities, and Ethics		
Any HUM		6
Communicating in Writing		
ENGL 1101	English Composition I	3
ENGL 1102	English Composition II	3
Technology, Mathematics, and Sciences		
Lab Science		8
MATH 1551	Differential Calculus	2
MATH 1554	Linear Algebra [4]	4
or MATH 15	Linear Algebra with Abstract Vector Spaces	
Social Sciences		
Any SS [2]		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]	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	3
or CS 3001	Computing, Society, and Professionalism	
or CS 4726	Privacy, Technology, Policy, and Law	
or SLS 311(	Technology and Sustainable Community Development	
Junior Design Option (Capstone)		
Junior Design Option [1,3]		6
People Requirements		
PSYC 2012	Introduction to Research Methods	3
CS 3750	Human Computer Interface Design and Evaluation	3
or CS 3751	Introduction to User Interface Design	
Social/Behavioral Science (select one): [1]		3
PSYC 2210	Social Psychology	
PSYC 2760	Human Language Processing	
PSYC 3040	Sensation and Perception	
Human-Centered Technology (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 [6]		
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]		3
LMC 2400	Introduction to Media Studies	
LMC 2500	Introduction to Film	
LMC 3206	Communication and Culture	
LMC 3314	Technologies of Representation	
LMC 3406	Video Production	
LMC 3402	Graphic and Visual Design	
Any LMC 27XX, 37XX, 47XX, 325X		
Probability and Statistics [5]		3
Free Electives		
Free Electives		3
Total Credit Hours		**122**

Pass-Fail is allowed for courses in Free Electives.

1 Minimum grade of C required.

2 PSYC 1101 is not required but strongly recommended as it is a pre-requisite for many upper-level major course requirements.

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

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

OR CS 4699- I2P (6 hours), LMC 3403LMC 3403LMC 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 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.

[4] Two credit hours of MATH 1554 may count along with MATH 2550 to give Field of Study 18 credit hours.

[5] Students will select one of the following: PSYC 2020, MATH 3215, MATH 3670, CEE 3770, ISYE 3770, ISYE 2028

[6] LMC courses cannot count in two thread areas at the same time. There is no double counting.