
- **FALL (16)**: CSI 1430 INTRO CSI I
  - CSI 1440 INTRO CSI II (B or better required)
  - CSI 2334 INTRO COMP SYSTEMS
  - CSI 2350 DISCRETE STRUCTURES
- **SPRING (16)**: CSI 3334 INTRO DATA STRUCTURES
  - CSI 3336 SYSTEMS PROGRAM
  - CSI 3344 INTRO ALGORITHMS
  - CSI 3341 COMP GRAPHICS
- **FALL (17)**: CSI 3371 SOFTWARE EGR I
  - CSI 3372 SOFTWARE EGR II
  - CSI 3373 DATABASE DESIGN
- **SPRING (17)**: CSI 3335 DATABASE DESIGN
  - CSI 3439 COMP ARCHITECT
  - CSI 3432 GAMING FRAMEWORK
- **FALL (15)**: CSI 4341 GAMECRAFT II
  - CSI 4342 GAMING FRAMEWORK
  - CSI 4343 GAMING CAPSTONE
- **SPRING (16)**: CSI 4337 OPERATING SYSTEMS
  - CSI 4330 FOUNDATION OF COMP

**Course Notes:**
- **Course only offered during indicated term**
- **Prerequisite or concurrent enrollment**
- **Need second-level proficiency in a foreign language**
- **At least 1302, 1402, or 1412 must be achieved.**
- **Must have 36 hrs of advanced work (“3000”-“4000” courses) and a minimum of 124 hrs.**

**NOTE:** The BU Undergraduate catalog serves as the student’s final authority on all degree requirements.

**History/Social Science Electives:**
- Prefer ECO 1305 or 2306 as one of the electives.

**Science Electives:**
- Six to eight hours from the courses below or from courses which have PHY 1420 and/or 1430 as prerequisites:
  1. BIO 1305/1105 and 1306/1106
  2. CHE 1301/1101 and 1302/1102
  3. GEO 1405 and 1406