

**BIC – Bachelor of Science in Computer Science Degree Planner
(Gaming Concentration)**

BIC courses are taken in sequence and are only offered in their respective sequence semesters.

Fall – 16 hrs	Spring – 16 hrs
BIC 1212 Examined Life I	BIC 1324 World Cultures II
BIC 1314 World Cultures I	FDM 1304 Sight, Sound, Motion
BIC 1413 World of Rhetoric I	CSI 2350 Discrete Structures
CSI 1430 Computer Science I	CSI 1440 Computer Science II
MTH 1321 Calculus I	MTH 1322 Calculus II
CSI 1095 First Year Seminar	
Chapel	Chapel
Summer I – 3-4 hrs	Summer II -- 3-4 hrs.
FOREIGN LANGUAGE (or later)	FOREIGN LANGUAGE (or later)
Fall – 18 hrs	Spring – 17 hrs
BIC 2334 World Cultures III	BIC 2344 World Cultures IV (pre-req waiver)
BIC 2330 Social World I (or delay)	CSI 3336 Systems Programming
MTH 2311 or MTH 2321	CSI 3344 Intro to Algorithms
CSI 2334 Intro to Computer Systems	CSI 3371 Software Engineering I
CSI 3334 Data Structures	CSI 3130 Intro to Java
CSI 1337 Intro to Video Game Design	PHY 1420 Physics I
Summer I	Summer II
Fall – 16 hrs	Spring – 15 hrs
CSI 4341 Computer Graphics	CSI 4342 Gaming Platform Frameworks
CSI 3335 Database Design	CSI 4337 Operating Systems
CSI 3372 Software Engineering II	FDM 3361 Production Methods II
STA 3381 Probability & Statistics	BIC 3358 Examined Life II: Biblical Heritage (offered in summer school)
PHY 1430 Physics II	BIC 2340 Social World II (pre-req waiver)
Summer I	Summer II
Fall – 17 hrs	Spring – 16 hrs
CSI 3439 Computer Architecture	CSI 43C8—Gaming Capstone Design Project
CSI 4321 Data Communications	CSI 4330 Foundations of Comp
PHI 1310 Computer Ethics	ENG 3300 Technical Writing
Science Elective	Science Elective
FDM 4313 Diffusion of Innovations	BIC 3358 Examined Life II: Biblical Heritage (offered in summer school)

Science Electives: One of the following groups: (1) Biology 1305/1105, 1306/1106, (2) Chemistry 1301/1101, 1302/1102, (3) Geology 1405, 1406.