

TRANSFER STUDENT INFORMATION
COMPUTER SCIENCE: COMPUTER GAME DESIGN MAJOR
2009-2010

(revised 05-01-09)

Students who wish to enter the Baskin School of Engineering as transfer students must indicate an engineering major at the time of application to the campus. The School of Engineering (SoE) requires a Supplemental Application that must be completed by the student and is reviewed by a faculty committee prior to admission. Transfer students who do not complete the supplemental application will not be considered.

The goal of this degree is to provide students a deep understanding of the technical aspects of computer game engineering, and a broad background in the artistic, narrative, and dramatic elements of game design. To learn more about the Computer Science: Computer Game Design Major go to:

<http://www.cs.ucsc.edu/game-design>

NEW TRANSFER STUDENT ORIENTATION

Friday, July 24, 2009

**If you are unable to attend summer orientation make sure to come to
Fall Orientation: September 22, 2009, 10:30 am – 12:30 pm, 101 Engineering Lecture**

During this orientation, you will be able to enroll in classes, and get familiar with the many services and resources available. This is also an opportunity to meet with faculty and staff that will assist you with your academic goals. Please go to: <http://admissions.ucsc.edu/orientation09/> to get more information.

COURSE ENROLLMENT

IMPORTANT Before you can enroll into most engineering courses for fall quarter, a School of Engineering (SoE) advisor will need to review your unofficial transcripts and enter course work credit earned into your official UCSC academic record.

A complete evaluation of your transferable college credit will be conducted based on the following:

California Community College Students

- The SoE Undergraduate Advising Office maintains approved articulation agreements with California community colleges (see <http://www.assist.org> for approved courses). If you have taken courses that have already been articulated, we can give you credit towards the major for those courses and enter them into our records, and then you will be ready to enroll in classes.

Four-Year Transfer Students and/or Mixed Institutions

- If you attended a UC, CSU, or other four-year college or university, then you will need to provide additional information about the course (such as a class syllabus that includes a class outline, final exam, or course description). The faculty undergraduate directors will review this information and give you credit for courses that are equivalent. SoE advisors are available to help you with this process.

After your courses have been reviewed, we will contact you by email or phone letting you know what you will be receiving credit for and recommendations for course enrollment for fall quarter.

Key points in planning your course schedule:

- **You are required to complete any outstanding foundation course(s) in your first quarter at UC Santa Cruz.**
- **It is recommended that you plan to take CMPS 20, Game Design Experience, as soon as possible. (CMPS 20 will be offered in winter quarter)**

- **It is also recommended that you plan to take CMPS 101, Abstract Data Types, as soon as possible, since it is a prerequisite to many required courses. (CMPS 101 will be offered in fall and winter quarters)**

Please mail or fax your unofficial transcripts with a brief note identifying yourself as a fall 2009 transfer student and the best way to contact you:

SoE Undergraduate Affairs Office
225 Baskin Engineering Building
University of California
1156 High St.

Santa Cruz, CA 95064

Fax: (831) 459-5333

SoE Undergraduate Advising (831) 459-5840