Major: COMPUTER SCIENCE: COMPUTER GAME DESIGN

Importance of an early start:
This is a course-intensive and/or highly sequential program, and students who intend to pursue this major must begin taking classes for the major in their first term at UCSC.

Qualification requirements and/or prerequisites for the major:
Admission to this major is selective. First-year students may receive early admission at the time they apply to UCSC based on their high school record and test scores. Once at UCSC, students will be accepted to the major based on their grade point average in the foundation courses. Detailed information about admission to this major will be available to students in the fall.

Students with college-level transferable courses must mail or email a copy of the transcript to BSOE Advising by July 1, in addition to providing the official transcript to the UCSC Admissions Office.

Frosh who intend to pursue this major should do the following things prior to the beginning of fall term...
- Attend summer orientation, review degree requirements, and take the online mathematics placement exam (see http://undergrad.pbsci.ucsc.edu/enrollment/math-placement/index.html). Students who have completed a college-level transferable pre-calculus or calculus course, or who have earned a 3 or higher on the AP calculus AB or BC exam do not need to take the placement exam but should ensure their official records are sent.
- Students with college-level transferable courses must mail or email a copy of the transcript to BSOE Advising by July 1, in addition to providing the official transcript to the UCSC Admissions Office.

...and should take these courses their first term:
- MATH 3: Precalculus, or MATH 19A, Calculus for Sci, Eng, Math
And:
- CMPS 5J, Intro. to Programming in Java (if no prior programming exp.), or CMPS 12A/L- Intro. to Programming - accelerated (programming exp. recommended)

For students who are unable to enroll into CMPS 5J and who are not ready to take CMPS 12A/L, enroll into CMPS 25: Intro. to Computer Graphics: 3D Modeling.

Skills important for success in this major:
Skills in mathematics, abstract thinking, attention to detail, logical reasoning, creative problem solving, team communication, ability to focus.

Links to More Information:
http://admissions.ucsc.edu/academics/majors/index.html (general info)
http://registrar.ucsc.edu/catalog/programs-courses/index.html (major requirements, course descriptions, etc.)
http://www.cs.ucsc.edu/game-design (department or program website)

Questions? Contact an Adviser!
Baskin School of Engineering Undergraduate Advising
(831) 459-5840 or advising@soe.ucsc.edu
BSOE Undergraduate Affairs

Rev 6/17/2014