### B.S. in Games Four-Year Plan

**Fall Semester**  |  **Spring Semester**
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**FIRST YEAR**  
(30 credits)  |  
COMP 1010*  Programming I  |  COMP 1020*  Programming II  
EAE 1010  Survey of Games  |  EAE 1050  Digital Content  
MATH 1030*  Quan. Reas (QA)  |  WRTG 2010  (WR2)  
Gen Ed  (e.g. SF, BF, HF, FF)  |  Gen Ed  (e.g. SF, BF, HF, FF)  
Gen Ed  (e.g. SF, BF, HF, FF)  |  Gen Ed  (e.g. SF, BF, HF, FF)  
  |  
**SECOND YEAR**  
(30 credits)  |  
EAE 3010  Asset Pipeline  |  EAE 3020  Ethics in Games  
EAE xxxx  Elective  |  EAE xxxx  Elective  
Gen Ed  (e.g. SF, BF, HF, FF)  |  Gen Ed  (e.g. SF, BF, HF, FF)  
Gen Ed  (QB)  |  Gen Ed  (e.g. SF, BF, HF, FF)  
Gen Ed  (AI)  |  Gen Ed  (e.g. SF, BF, HF, FF)  
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**THIRD YEAR**  
(32 credits)  |  
EAE 3710  Trad Game Dev  |  EAE 3720  Alt Game Dev  
EAE xxxx  Elective  |  EAE xxxx  Elective  
EAE xxxx  Elective  |  EAE xxxx  Elective  
Gen Ed  (e.g. SF, BF, HF, FF)  |  Gen Ed  (QI)  
Gen Ed  (CW)  |  Gen Ed  (IR)  
  |  
**FOURTH YEAR**  
(30 credits)  |  
EAE 4500  Capstone I  |  EAE 4510  Capstone II  
EAE xxxx  Elective  |  EAE xxxx  Elective  
Allied Course  Elective  |  Allied Course Elective  
Allied Course  Elective  |  Allied Course Elective  
Gen Ed  (DV)  |  Gen Ed  (QI)  
  |  
Total credit hours: 122

*Students planning to add a Computer Science (CS) minor should take CS 1400 and 1410 in place of COMP 1010 and COMP 1020. Replace MATH 1030 with MATH 1210. Visit CS.UTAH.EDU for CS minor details.*

If 15 credit hours a semester is too much, students should take summer courses to ease the fall & spring semester schedule while staying on track for 4 years.

**Additional credits may be needed to reach 122 credits for graduation if a student combines general education courses (ex: one course to count for HF and IR).**