

TECHNICAL ELECTIVES

Courses used to satisfy any other major, support, or general education requirement are not allowed to count toward Technical Elective requirement. Credit/No Credit grading is not allowed.

*Select Technical Electives from the following:*¹

CSC/CPE 301, 305, 309, 344, 365, 366, 369, 378, 402, 405, 406, 409, 416, 419, 435, 436, 437, 448, 454, 458, 464, 465, 466, 468, 471, 473, 474, 476, 478, 480, 481, 483, 484, 485, 489, 515, 564, 569, 580, 581;
CSC 321, 323, 358, 371, 400, 410, 424, 429, 477, 479, 486, 490, 496, 508, 509, 521, 530, 540, 550, 560, 566, 570, 572, 582;
CPE 400*, 428, 482, 488;
DATA 301

Note: The following restrictions must be satisfied.

4 units must be satisfied by a course that has as a prerequisite either

- 1) An upper-division course required by the major (excluding CSC 357 & 348) or
- 2) Another technical elective.

Select from the following:

CSC/CPE 366, 402, 405, 406, 409, 416, 435, 437, 454, 465, 466, 468, 473, 474, 476, 478, 481, 483, 484, 489, 515, 564, 580, 581;
CSC 410, 424, 429, 477, 479, 486, 508, 509, 521, 530, 540, 550, 560, 566, 572, 582;
Up to 4 units may be taken from CSC 358, CSC 400*, CPE 400*, CSC 479 (maximum 2 units), or CSC 490.

Up to 4 units may be taken from approved external electives.

Select from the following:

AERO 450;
ART 384;
BUS 310;
CHEM 216, 217, 218, 312;
ECON 339;
EE 201/251, 314; EE/CPE 336; EE 424;
ENVE 542;
IME 301, 314, 356;
MATH 241, 242, 248, 304, 341, 350, 412;
ME 211, 212, 405;
PHIL 412, 422;
PSY 329, 333, 351, 457;
STAT 313, 323, 324, 330, 331, 416, 418, 419

¹ A total of 24 technical elective units selected from upper-division and graduate CSC and CPE courses open to those in the major and not otherwise required by the major. An additional 4 units of CPE/CSC technical electives is needed if CSC 123 is not taken.

* An approved course substitution form is required.

CONCENTRATION

Interactive Entertainment (24)

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| CSC 371 Game Design | 4 |
| CSC/CPE 378 Interactive Entertainment Engineering | 4 |
| CSC/CPE 471 Introduction to Computer Graphics | 4 |
| CSC/CPE 476 Real-Time 3D Computer Graphics Software | 4 |
| CSC/CPE 480 Artificial Intelligence | 4 |
| Select from the following CSC/CPE 473, 474, 478, 484, 580; CSC 572 | 4 |