CAL POLY
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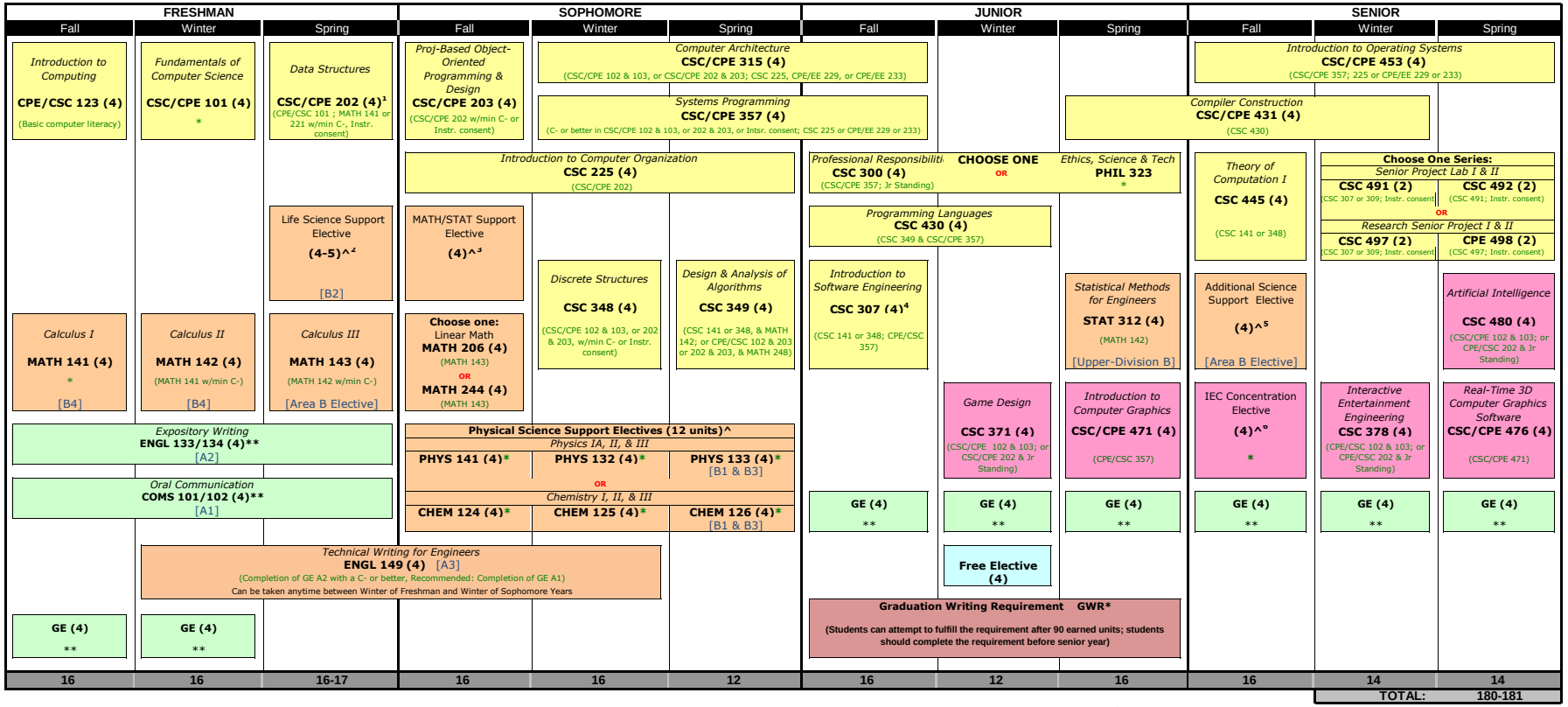
B.S. in COMPUTER SCIENCE
(Interactive Entertainment Concentration)
Suggested 4-Year Academic Flowchart

2020-2021 Catalog

Updated 4/22/2020



Notes:

MOST GENERAL EDUCATION COURSES CAN BE TAKEN IN ANY ORDER AS LONG AS PREREQUISITES ARE MET

* Refer to current catalog for prerequisites.

** One course from each of the following GE areas must be completed: A1, A2, C1, C2, Lower-Division C Elective, Upper-Division C, D1, D2, Area D Elective, E. Upper-Division C should be taken only after Junior standing is reached (90 units).

Refer to online catalog for GE course selection, United States Cultural Pluralism (USCP) and Graduation Writing Requirement (GWR).
USCP requirement can be satisfied by some (but not all) courses within GE categories: C1, Upper-Division C, D1, D2, Upper-Division D, or E.

*** Refer to current catalog for course selection.

^ Cannot double count units.

†Course can be taken previously or concurrently.

[1] May substitute CSC/CPE 108.

[2] Select 4-5 units from the following "Life Science" Support Electives: BIO 111, 161, 213 & BMED 213; BOT 121; MCRO 221, 224.

[3] Select 4 units from the following "MATH/STAT" Support Electives: MATH 241, 248, 306, 335, 336, 437, 470; STAT 313, 323, 324, 330, 331, 334, 416, 418, 419, 434.

[4] Students in the Interactive Entertainment Concentration are advised to take CSC 307 instead of CSC 308 and CSC 309. CSC/CPE 309 counts as a Free Elective.

[5] Select 4 units from the following "Additional Science" Support Electives: BIO 111, 161 ; BOT 121; CHEM 124; MCRO 221, 224; PHYS 141.

[6] Select 4 units from the following Interactive Entertainment Concentration Electives: CSC 377, 473, 474, 478, 484, 572, 580.

Legend:

Course Title
Course # (Units)
(Prerequisite)
[GE Area]

- **Major (64)**
- **Support (48-49)**
- **Concentration (24)**
- **General Ed. (40)**
- **Free Electives (4)**