# University Core and Graduation Requirements

## University Core Requirements:

<table>
<thead>
<tr>
<th>Requirements</th>
<th>#Classes</th>
<th>Hours</th>
<th>Classes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Religion Cornerstones</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Teachings and Doctrine of The Book of Mormon</td>
<td>1</td>
<td>2.0</td>
<td>REL A 275</td>
</tr>
<tr>
<td>Jesus Christ and the Everlasting Gospel</td>
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<td>2.0</td>
<td>REL A 250</td>
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<tr>
<td>Foundations of the Restoration</td>
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<td>2.0</td>
<td>REL C 225</td>
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<tr>
<td>The Eternal Family</td>
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<td>REL C 200</td>
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<tr>
<td><strong>Total Hours</strong></td>
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<tr>
<td>The Individual and Society</td>
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<td></td>
</tr>
<tr>
<td>American Heritage</td>
<td>1-2</td>
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<td>from approved list</td>
</tr>
<tr>
<td>Global and Cultural Awareness</td>
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<td>3.0</td>
<td>from approved list</td>
</tr>
<tr>
<td><strong>Total Hours</strong></td>
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</tr>
<tr>
<td>Skills</td>
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</tr>
<tr>
<td>First Year Writing</td>
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<td>3.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Advanced Written and Oral Communications</td>
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<td>3.0</td>
<td>WRTG 316*</td>
</tr>
<tr>
<td>Quantitative Reasoning</td>
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<td>4.0</td>
<td>MATH 112* or 113*</td>
</tr>
<tr>
<td>Languages of Learning (Math or Language)</td>
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<td>4.0</td>
<td>MATH 112* or 113*</td>
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<tr>
<td><strong>Total Hours</strong></td>
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<td>15.0</td>
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</tr>
<tr>
<td>Arts, Letters, and Sciences</td>
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</tr>
<tr>
<td>Civilization 1</td>
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</tr>
<tr>
<td>Civilization 2</td>
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<td>3.0</td>
<td>ARTHC 202* or from approved list</td>
</tr>
<tr>
<td>Arts</td>
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<td>3.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Letters</td>
<td>1</td>
<td>3.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Biological Science</td>
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</tr>
<tr>
<td>Physical Science</td>
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<td>3.0</td>
<td>CS 312*</td>
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<tr>
<td>Social Science</td>
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<td>3.0</td>
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<tr>
<td><strong>Total Hours</strong></td>
<td></td>
<td>15.0</td>
<td></td>
</tr>
<tr>
<td>Core Enrichment: Electives</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Religion Electives</td>
<td>3-4</td>
<td>6.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Open Electives</td>
<td>Variable</td>
<td>Variable</td>
<td>personal choice</td>
</tr>
</tbody>
</table>

*THESE CLASSES FILL BOTH UNIVERSITY CORE AND PROGRAM REQUIREMENTS (13–23 hours overlap)

## Graduation Requirements:

- Minimum residence hours required: 30.0
- Minimum hours needed to graduate: 120.0

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## Suggested Sequence of Courses

### FRESHMAN YEAR

**1st Semester**
- C S 142: 3.0
- STAT 121 or 201: 3.0
- First-Year Writing or American Heritage: 3.0
- MATH 112: 4.0
- Religion Cornerstone course: 2.0
- Total Hours: 15.0

**2nd Semester**
- First-Year Writing or American Heritage: 3.0
- C S 235: 3.0
- Physics 121: 3.0
- MATH 113: 4.0
- Religion Cornerstone course: 2.0
- Total Hours: 15.0

### SOPHOMORE YEAR

**3rd Semester**
- C S 236: 3.0
- CSANM 150: 1.5
- C S 224: 3.0
- Civilization 1: 3.0
- Religion Cornerstone course: 2.0
- Arts: 3.0
- Total Hours: 15.5

**4th Semester**
- C S 240: 4.0
- C S 252: 3.0
- MATH 213: 2.0
- MATH 215: 1.0
- Social Science: 3.0
- Religion Cornerstone course: 2.0
- Total Hours: 15.0

### JUNIOR YEAR

**5th Semester**
- WRTG 316: 3.0
- C S 324: 3.0
- C S 312: 3.0
- CS 355: 3.0
- Religion elective: 2.0
- Open elective: 1.0
- Total Hours: 15.0

**6th Semester**
- CSAMM 354: 3.0
- C S 345: 3.0
- C S 340: 3.0
- Civilization 2 (ARTHC 202): 3.0
- Global and Cultural Awareness: 3.0
- Total Hours: 15.0

### SENIOR YEAR

**7th Semester**
- CS 404: 2.0
- CSAMM 450R or CSAMM 459R: 3.0
- CSAMM Elective: 3.0
- Letters: 3.0
- Religion Elective: 2.0
- Open Elective: 2.0
- Total Hours: 15.0

**8th Semester**
- Computer Science Elective: 3.0
- CSAMM Elective: 3.0
- Biological Science: 3.0
- CSAMM Elective: 3.0
- Religion Elective: 2.0
- Open Elective: 1.0
- Total Hours: 15.0

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Note 1: The sequence of courses may not fit the circumstances of every student. Students should contact their college advisement center for help in outlining an efficient schedule.

Note 2: Students are encouraged to complete an average of 15 credit hours each semester or 30 credit hours each year, which could include spring and/or summer terms. Taking fewer credits substantially increases the cost and the number of semesters to graduate.

FOR UNIVERSITY CORE OR PROGRAM QUESTIONS, CONTACT THE ADVISEMENT CENTER.
**BS in Computer Science: Animation and Games (693223)**

2021-2022 Program Requirements (77 - 80.5 Credit Hours)

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Course Details</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>REQUIREMENT 1</strong></td>
<td>Complete 3 courses</td>
</tr>
<tr>
<td><strong>REQUIREMENT 2</strong></td>
<td>Complete 10 courses</td>
</tr>
<tr>
<td><strong>REQUIREMENT 3</strong></td>
<td>Complete 5 courses</td>
</tr>
<tr>
<td><strong>REQUIREMENT 4</strong></td>
<td>Complete 1 option</td>
</tr>
<tr>
<td><strong>REQUIREMENT 5</strong></td>
<td>Complete 1 course</td>
</tr>
<tr>
<td><strong>REQUIREMENT 6</strong></td>
<td>Complete 1 course</td>
</tr>
<tr>
<td><strong>REQUIREMENT 7</strong></td>
<td>Complete 1 course</td>
</tr>
<tr>
<td><strong>REQUIREMENT 8</strong></td>
<td>Complete 3 courses</td>
</tr>
</tbody>
</table>

**Notes:**
- Grades below C- are not allowed in major courses.
- Course options used to fulfill Requirement 6 cannot be double counted.
- Courses taken for three hours.
- Here: Note: If C S 401R, C S 498R, or C S 501R is chosen, it must be taken for three hours.
- If C S 401R is chosen, it must be taken for three hours.

**SUPPORTING COURSES:**
- CSANN 354 - Shader Programming
- MATH 112 - Calculus I
- MATH 113 - Calculus II
- PHYSICS 121 - Introduction to Newtonian Mechanics
- *WRTG 116 - Technical Communication

**REQUIREMENT 3 Complete 5 courses**
- CSANN 354 - Shader Programming
- MATH 112 - Calculus I
- MATH 113 - Calculus II
- PHYSICS 121 - Introduction to Newtonian Mechanics
- *WRTG 116 - Technical Communication

**REQUIREMENT 4 Complete 1 option**
- **OPTION 4.1 Complete 1 course**
  - MATH 113 - Not currently offered
- **OPTION 4.2 Complete 2 courses**
  - MATH 213 - Elementary Linear Algebra
  - MATH 215 - Computational Linear Algebra

**REQUIREMENT 5 Complete 1 course**
- CSANN 450R - Advanced Senior Film Production I
  - You may take this course up to 2 times.
- CSANM 459R - Video Game Production I
  - You may take this course up to 2 times.

**REQUIREMENT 6 Complete 1 course**
- STAT 121 - Principles of Statistics
- STAT 201 - Statistics for Engineers and Scientists

**REQUIREMENT 7 Complete 1 course**
- **NOTE:** If C S 401R is chosen, it must be taken for three hours.
- C S 260 - Web Programming
- C S 329 - Testing, Analysis, and Verification
- C S 330 - Concepts of Programming Languages
- C S 345 - Operating Systems Design
- C S 356 - Designing the User Experience
- C S 393 - Advanced Algorithms and Problem Solving
- C S 401R - Topics in Computer Science
  - You may take up to 3 credit hours.
- C S 412 - Linear Programming and Convex Optimization
- C S 418 - (Not currently offered)
- C S 428 - Software Engineering
- C S 431 - Algorithmic Languages and Compilers
- C S 450 - Computer Vision
- C S 452 - Database Modeling Concepts
- C S 453 - Fundamentals of Information Retrieval
- C S 456 - Introduction to User Interface Software
- C S 460 - Computer Communications and Networking
- C S 462 - Large-Scale Distributed System Design
- C S 465 - Computer Security
- C S 470 - Introduction to Artificial Intelligence
- C S 471 - Voice User Interfaces
- C S 472 - Introduction to Machine Learning
- C S 474 - Introduction to Deep Learning
- C S 479 - (Not currently offered)
- C S 486 - Verification and Validation
- C S 498R - Undergraduate Special Projects
  - You may take up to 3 credit hours.
- C S 500 - (C S-Chem-Geol-MthEd-PhScs-Stat) Business Career Essentials 1.5
- C S 501R - Advanced Topics in Computer Science
  - You may take up to 3 credit hours.
- C S 513 - Robust Control
- C S 557 - (Not currently offered)
- CSANN 346 - Introduction to Game Design
- CSANN 342 - Real-time Techniques
- CSANN 351R - Lighting for Three-Dimensional Graphics
- CSANN 355 - Photography for Animation
- CSANN 452R - Advanced Senior Film Production II
- CSANN 454 - Advanced Shading
- CSANN 458 - Three-Dimensional Visual Effects
- CSANN 460R - Video Game Production II
- EC EN 425 - Real-Time Operating Systems

**REQUIREMENT 8 Complete 3 courses**
- **COURSES USED TO FULFILL REQUIREMENT 6 CANNOT BE DOUBLE COUNTED HERE:**
- C S 401R - Topics in Computer Science
  - You may take up to 3 credit hours.
- C S 412 - Linear Programming and Convex Optimization
- C S 418 - (Not currently offered)
- C S 428 - Software Engineering
- C S 431 - Algorithmic Languages and Compilers
- C S 450 - Computer Vision

**REQUIREMENT 9 Complete 1 course**
- ARTHC 111 - Introduction to Art History
- ARTHC 202 - World Civilization Since 1500
- TECH 201 - (Not currently offered)
- THM 294 - History of Animation

**REQUIREMENT 10**
- Complete Senior Exit interview with the CS department during your last semester or term.
THE DISCIPLINE

Computer science touches virtually every area of human endeavor. Software is responsible for everything from the control of kitchen appliances to sophisticated climate models used in predicting future environmental change. Students in computer science learn to approach complex problems in business, science, and entertainment using their strong background in mathematics, algorithms, and data structures.

The degree programs in the Computer Science Department prepare students to be confident software developers and technical problem solvers. The curriculum also trains students for research into new avenues where computers will have a significant impact. The BS curriculum is accredited by the Computing Accreditation Commission of ABET.

CAREER OPPORTUNITIES

Graduates pursue exciting opportunities in graphics, artificial intelligence, software engineering, database design, scientific programming, systems administration, and research at universities and national laboratories.

Students completing the animation emphasis will be prepared for technical positions at animation and game programming studios. Students will learn both the technical and artistic side of creating and implementing digital animations and games.

The bioinformatics emphasis is designed for students who are interested in building software to assist in analyzing biological systems. Students will graduate with a significant background in biology coupled with the software development and analysis skills necessary to implement large bioinformatics applications.

MAP DISCLAIMER

While every reasonable effort is made to ensure accuracy, there are some student populations that could have exceptions to listed requirements. Please refer to the university catalog and your college advisement center/department for complete guidelines.