

Computer Game Development - 4 Year Degree Plan

2025-2026

Lamar University's **Bachelor of Science in Computer Game Development** will provide you with an understanding of the development and application of interactive digital media technologies. Coursework in the computer game development program, which is offered on-campus and online, examines human and computer interaction while hands-on labs reinforce learned principles. After graduation, you will be prepared for the innovative fields of graphic visualization, game development and computer modeling.

NOTE: Degree plans may change over a four-year period. This may not be the most current list of course requirements for your program. It is always advised that you check Degree Audit in Banner Self-Serv or your advisor for the most up-to-date degree requirements and to track your progress toward a degree.

FIRST YEAR	Fall		Hours	Grade	Spring		Hours	Grade
	COMM 1315	Public Speaking I	3		ENGL 1301	Composition I	3	
	COSC 1336	Programming Fundamentals I	3		COSC 1174	Fundamentals of Computing II Lab	1	
	COSC 1173	Programming Lab	1		HIST 1302	U.S. History II Since 1877	3	
	COSC 1172	Thinking, Speaking and Writing	1		Creative Arts		3	
	COSC 1324	The Art of Computer Game Development	3		Life and Physical Science		3	
	HIST 1301	U.S. History I 1763-1877	3		COSC 1337	Programming Fundamentals II	3	
		Hours	14		Hours		16	
SECOND YEAR	Fall		Hours	Grade	Spring		Hours	Grade
	ENGL 1302	Composition II	3		Language, Philosophy and Culture		3	
	COSC 2324	Mobile Computer Game Development	3		MATH 2413	Calculus and Analytical Geometry I	4	
	COSC 2375	Discrete Structures	3		POLS 2301	Intro to American Government I	3	
	COSC 2336	Programming Fundamentals III	3		COSC 2325	Computer Organization	3	
	Life/Physical Science Core		3					
		Hours	15		Hours		13	
THIRD YEAR	Fall		Hours	Grade	Spring		Hours	Grade
	POLS 2302	Intro/American Government II	3		COSC 3325	Computer Law and Ethics	3	
	COSC 3304	Algorithms Design and Analysis	3		COSC 3302	Intro to Computer Theory	3	
	MATH 3370	Introduction to the Theory of Statistical Inference	3		COSC 4302	Operating Systems	3	
	COSC 3306	UNIX/C++	3		MATH 2318	Linear Algebra	3	
	COSC 3308	Design Programming Languages	3		Academic Elective		3	
		Hours	15		Hours		15	
FOURTH YEAR	Fall		Hours	Grade	Spring		Hours	Grade
	COSC 4324	Computer Game Development I	3		COSC 4325	Computer Game Development II	3	
	CPSC 4380	3D Modeling for Computer Graphics	3		CPSC 4381	3D Animation for Computer Graphics	3	
	COSC 4319	Computer Graphics	3		COSC 4310	Introduction to Computer Architecture	3	
	CPSC 4317	Computer Networks	3		CPSC 4360	Software Engineering	3	
	Social and Behavioral Science Core		3		CPSC 4370	Artificial Intelligence	3	
		Hours	15		COSC 4272	Senior Assessment	2	
		Hours	15		Hours		17	