



BACHELOR OF SCIENCE COMPUTER GAME DEVELOPMENT

COURSES
AVAILABLE
ON CAMPUS



START WITH GALVESTON COLLEGE. FINISH AT LAMAR UNIVERSITY!

Your Future

Computer Science involves every aspect of the human endeavor, from common technologies like mobile phones, artificial intelligence, medical imaging, cybersecurity, software engineering, networks and distributed systems, real-embedded systems, 3D printing, and game development. Our department encompasses a broad-based program that emphasizes the areas of computer programming languages, data structures, information systems, software engineering, applications of computer science and computer architecture.

Our industry-driven approach to computer game development focuses on a mixed skill set, including: programming, art and design. Many developers look for candidates with one of these while the best developers are capable of all three. With this diverse skill set, our graduates are prepared for advanced roles within the industry.

Career Opportunities

- Computer Systems Analyst
- Database Administrator
- Software Developer
- Web Developer
- Computer Programmer
- IT Manager
- Network Security Analyst
- Software Engineer
- Software Architect

LU SCHOLARSHIPS

AMOUNT/YEAR	TRANSFERABLE GPA	RENEWABLE?
TRANSFER ACADEMIC EXCELLENCE SCHOLARSHIP*		
\$2,000	3.5-4.0	YES
\$1,500	3.0-3.49	YES
PHI THETA KAPPA (PTK) SCHOLARSHIP		
\$1,000	3.0-3.49	YES

**Based on availability and for full-time students who have earned more than 30. but less than 90 transfer credits and enrolled in on-campus programs*

TO APPLY FOR SCHOLARSHIPS

- Complete your admissions application
- Visit lamar.edu/myscholarships
- Complete the General Application

PRIORITY DEADLINES

Fall – July 1
Spring – December 1

A.S. COMPUTER SCIENCE

FALL SEMESTER

ENGL 1301 - Composition I
HIST 1303 - US History I
MATH 2413 - Calculus I
COSC 1336 - Prog Fund I
SPCH 1315 - Public Speaking

SPRING SEMESTER

ENGL 1302 - Composition II
HIST 1302 - US History II
MATH 2414 - Calculus II
COSC 1337 - Prog Fund II
Creative Arts Core Elective

FALL SEMESTER

GOVT 2305 - Federal Government
COSC 2325 - Computer Organization
PHYS 2425 - Univ Physics I
COSC 2336 - Prog Fund III

SPRING SEMESTER

GOVT 2306 - Texas Government
PHYS 2426 - Univ Physics II
Lang Phil Culture Core Elective
Soc Behav Sci Core Elective
MATH 2318 - Linear Algebra

B.S. COMPUTER GAME DEVELOPMENT

FALL SEMESTER

CPSC 3320 - Networks
COSC 3308 - Prog Lang
COSC 2375 - Discrete Structures
COSC 1324 - Intro Game Development
COSC 1172 - Think Speak Write
COSC 1173 - Prog Fund I Lab
COSC 1174 - Prog Fund II Lab

SPRING SEMESTER

COSC 3325 - Ethics
COSC 3302 - Theory
CPSC 4360 - Software Engineering
COSC 3304 - Algorithms
MATH 3322/2415 Calculus III
COSC 2324 - Mobile Game Development

FALL SEMESTER

COSC 4302 - Operating Systems
MATH 3370 - Problems and Solutions
Lab Sci Elective
COSC 4324 - Game Development I

SPRING SEMESTER

CPSC 4340 - Database Design
CPSC 4310 - Computer Architecture
COSC 4272 - Senior Assessment
COSC 4325 - Game Development II
COSC 3306 - C++



**I'm ready to apply.
What's next?**

**You've made a great choice!
Follow the steps below to becoming a Cardinal.**

HOW TO APPLY

REQUIRED STEPS

1. **Finish your degree at Galveston College**
2. **Complete your application and transfer to Lamar University through ApplyTexas.org**
3. **Finish your Computer Game Development degree on campus**



OFFICE OF ADMISSIONS & RECRUITMENT
LAMAR UNIVERSITY



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PLAN A VISIT TO CAMPUS (409) 880-8316

plan or take a virtual tour at lamar.edu/visit