

California State University, Chico  
**MAJOR ACADEMIC PLAN (MAP)**

Major: **The Bachelor of Science in Computer Animation and Game Development**  
 Option: **Computer Animation and Game Development (Game Development)**  
 Pattern:

**Degree Units: 120**  
**Major Units: 69**  
**Elective Units: 6**

First Semester		Second Semester		Comments	
CAGD 110 (GE C1) [*NOTE]	3	CAGD 112 [*C-]	3		[*NOTE] A grade of C- or higher is required in all CAGD courses required for the major. [*C-] C- or Better is required. [*CAGD ELECT] Refer to BS in Computer Animation and Game Development in the University Catalog for a listing of the Game Development Electives.
CAGD 170 (FA) [*C-]	3	CAGD 117 (SP) [*C-]	3		
CAGD 180 [*C-]	3	CAGD 270 (SP) [*C-]	3		
GE Area A [*C-]	3	GE Area A [*C-]	3		
GE Area A [*C-]	3	GE Area A [*C-]	3		
<b>Total Units:</b>	<b>15</b>	<b>Total Units:</b>	<b>15</b>		
Third Semester		Fourth Semester		Notes	
CAGD 230 (FA) [*C-]	3	CAGD 370 (SP) [*C-]	3		<b>Review your Degree Progress Report (DPR) in your Student Center, meet with your Major Department Advisor for major coursework, and meet with an Academic Advisor in SSC 220 to review General Education (including Writing Intensive "WI" and Capstone "Z") and Graduation requirements.</b> A grade of C- or higher is required in all CAGD courses required for the major. Complete a minimum of 4 Writing Intensive (WI) courses-one will be met by your Written Communication Course and one by your Capstone Course; select 2 additional WI courses. Select a GE Capstone Course in your Upper-Division Pathway, or substitute an approved Major Capstone course from the GE Capstone Requirement. Consider meeting the United States Diversity and Global Cultures requirements within GE courses. Apply to graduate one year before anticipated graduation date. Priority registration is guaranteed your final semester if you applied for graduation by the stated deadline.
CAGD Supplemental Program [*C-]	3	CAGD Supplemental Program [*C-]	3		
CAGD Supplemental Program [*C-]	3	GE Area B	3		
GE Area B	3	GE Area C2	3		
GE Area E	3	HIST 130 or POLS 155	3		
<b>Total Units:</b>	<b>15</b>	<b>Total Units:</b>	<b>15</b>		
Fifth Semester		Sixth Semester			
CAGD 377 (FA) [*C-]	3	CAGD 345 (WP) [*C-]	3		
CAGD Game Dev. Elect. [*CAGD ELECT] [*C-]	3	CAGD 373 (SP)	3		
CAGD Supplemental Program [*C-]	3	CAGD Supplemental Program [*C-]	3		
GE Area D	3	GE Area D	3		
HIST 130 or POLS 155	3	GE UD Pathway	3		
<b>Total Units:</b>	<b>15</b>	<b>Total Units:</b>	<b>15</b>		
Seventh Semester		Eighth Semester			
CAGD 470 (FA) [*C-]	3	CAGD 489 [*C-]	3		
CAGD 495 [*C-]	3	CAGD 499 [*C-]	3		
CAGD Game Dev. Elect. [*CAGD ELECT] [*C-]	3	CAGD Game Dev. Elect. [*CAGD ELECT] [*C-]	3		
GE UD Pathway	3	GE UD Pathway	3		
Elective	3	Elective	3		
<b>Total Units:</b>	<b>15</b>	<b>Total Units:</b>	<b>15</b>		

*(Consult the 2017-2018 University Catalog for official degree program)*

**Fully Online: 06/01/2017**