

California State University, Chico
MAJOR ACADEMIC PLAN (MAP)

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

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

First Semester		Second Semester		Comments
APCG 110 (GE C1) [*C-]	3	APCG 112 [*C-]	3	
[*NOTE]		APCG 117 (SP) [*C-]	3	
APCG 170 (FA) [*C-]	3	APCG 270 (SP) [*C-]	3	
APCG 180 (FA) [*C-]	3	GE Area A [*C-]	3	
GE Area A [*C-]	3	GE Area A [*C-]	3	
GE Area A [*C-]	3			
Total Units:	15	Total Units:	15	
Third Semester		Fourth Semester		Notes
APCG 230 (FA) [*C-]	3	APCG 370 (SP) [*C-]	3	
APCG Supplemental Program [*C-]	3	APCG Supplemental Program [*C-]	3	
APCG Supplemental Program [*C-]	3	GE Area B	3	
GE Area B	3	GE Area C	3	
GE Area E	3	HIST 130 or POLS 155	3	
Total Units:	15	Total Units:	15	
Fifth Semester		Sixth Semester		
APCG 377 () [*C-]	3	APCG 345 or WP [*C-]	3	
APCG Game Dev. Elect. [*APCG ELECT] [*C-]	3	APCG 495 [*C-]	3	
APCG Supplemental Program [*C-]	3	APCG Supplemental Program [*C-]	3	
GE Area D	3	GE Area D	3	
HIST 130 or POLS 155	3	GE UD Pathway	3	
Total Units:	15	Total Units:	15	
Seventh Semester		Eighth Semester		
APCG 470 (FA) [*C-]	3	APCG 489 [*C-]	3	
APCG 499 [*C-]	3	APCG Game Dev. Elect. [*APCG ELECT] [*C-]	3	
APCG Game Dev. Elect. [*APCG ELECT] [*C-]	3	APCG Game Dev. Elect. [*APCG ELECT] [*C-]	3	
GE UD Pathway	3	GE UD Pathway	3	
Elective	3	Elective	3	
Total Units:	15	Total Units:	15	

(Consult the 2014-2015 University Catalog for official degree program)

Approved: 05/31/2014