TROY UNIVERSITY
MASTER OF SCIENCE IN COMPUTER SCIENCE
Video Game Design Concentration
Graduate Degree Plan and Progress Record
33 Semester-Hour Program

Name: _____ Student ID#: _____ Campus: _____

Address: _____ Email: _____

DEGREE REQUIREMENTS:

1. GRE test score
2. Official transcript(S)
3. Unconditional Admission
4. 33 Semester hours of credit
5. Meet residency requirements
6. No more than two grades below "B"
7. Overall GPA of 3.0
8. Completion of research requirement with a "B" or better
9. All credit earned within 8 years of graduation
10. Successfully complete comprehensive exam or thesis
11. Graduation Application filed

PREREQUISITE COURSES *Required for students with Bachelor's Degree outside the field of Computer Science*

COURSE NO.	TITLE	HRS.	GRADE	TERM / YR	TRANSFER CREDIT
MTH 2215	Applied Discrete Mathematics	3			
CS 2250	Computer Science I	3			
CS 2255 or CS 3360	CS II or Concepts of Object Oriented Programming I	3			
CS 3310	Foundations of Computer Science	3			
CS 3323	Data Structures	3			
CS 4445	Data Communication and Networking	3			

Note: To remain eligible for Federal Financial Aid, all undergraduate courses MUST be completed before students enroll in any graduate courses. Students on Federal Financial Aid may NOT enroll in undergraduate courses after they have begun graduate coursework.

REQUIRED CORE COURSES (9 Semester Hours)

COURSE NO.	TITLE	HRS.	GRADE	TERM / YR	TRANSFER CREDIT
CS 5545	Computer Architecture	3			
CS 5549	Analysis of Algorithms	3			
CS 5550	Operating System Principles	3			

Non-Thesis Option Required Courses: (12 Semester Hours)

COURSE NO.	TITLE	HRS.	GRADE	TERM / YR	TRANSFER CREDIT
CS 6625	Specialized Study in Computer Science	3			
CS 6666	Computer Graphics	3			
CS 6678	Advanced Artificial Intelligence	3			
CS 6681	Video Game Design and Development	3			

Advisor Approved Electives: *Select 12 hours of advisor-approved Computer Science graduate courses*

Thesis Option Required Courses: (18 Semester Hours)

COURSE NO.	TITLE	HRS.	GRADE	TERM / YR	TRANSFER CREDIT
CS 6625	Specialized Study in Computer Science	3			
CS 6666	Computer Graphics	3			
CS 6678	Advanced Artificial Intelligence	3			
CS 6681	Video Game Design and Development	3			
CS 6699	Research and Thesis	6			

Advisor Approved Electives: *Select 6 hours of advisor-approved Computer Science graduate courses*

ITEMS TO BE DISCUSSED:

- [ ] 1. One term limit to have transcript(s) and test scores on file
- [ ] 2. Temporary, Conditional, and Unconditional Admission
- [ ] 3. Availability of faculty for academic advising
- [ ] 4. Petition for transfer credit once unconditionally admitted
- [ ] 5. Class attendance
- [ ] 6. Drop and Withdrawal procedures; deadlines and consequences
- [ ] 7. Petition for an incomplete grade
- [ ] 8. Student participation in course and program evaluation
- [ ] 9. Thesis and non-thesis options
- [ ] 10. Other _____

Progress:

STATUS	DATE	INITIALS
Conditional		
Test Scores		
Requirement for minimum undergraduate GPA waived		
Requirement for minimum score of GRE waived		
Unconditional		
Residency		
Comps		