

SCHREINER UNIVERSITY

Bachelor of Science

Computer Science Gaming and Simulation Track

Sample Four Year Plan beginning Fall 2026

This curriculum guide intended for use in coordination with corresponding degree plan and course rotation.

Total Credits 120

Fall Semester 1

COSC 1301 Programming Logic	3
COSC 1303 Computer Programming I	3
Communications core course	3
IDST 1301 Freshman Studies	3
PHIL 1310 Introduction to Ethics	3
<i>Credits</i>	15

Fall Semester 2

COSC 2303 Networking and Telecommunications	3
COSC 2304 Operating Systems	3
COSC 2305 Algorithms and Data Structures	3
COSC 2307 Algorithm Design and Analysis	3
MATH 2422 Calculus I	4
<i>Credits</i>	16

Fall Semester 3

COSC 3303 Game Design and Development I	3
COSC 3308 Programming Languages	3
Global Perspective core course	3
Engagement core course	3
Elective course	3
<i>Credits</i>	15

Fall Semester 4

COSC 3398 Internship in Computer Science	3
COSC 4302 Augmented and Virtual Reality	3
MATH 3333 Probability	3
Elective course	1
Elective course	3
<i>Credits</i>	13

Spring Semester 1

CHEM 1301/1101 General Chemistry	4
COSC 1302 Computer Architecture	3
COSC 1304 Computer Programming II	3
MATH 2330 Applied Statistics	3
Aesthetic Appreciation core course	3
<i>Credits</i>	16

Spring Semester 2

Communications core course	3
COSC 3306 Database Management	3
COSC 3307 Intro to Artificial Intelligence	3
Elective course	3
Engagement core course	3
<i>Credits</i>	15

Spring Semester 3

COSC 3302 Parallel & Distributed Networks	3
COSC 4303 Game Design and Development II	3
Global Perspective core course	3
MATH 2423 Calculus II or MATH 3312 Linear Algebra	3-4
Elective course	3
<i>Credits</i>	15-16

Spring Semester 4

COSC 4301 Software Engineering	3
COSC 4399 Senior Capstone Project	3
MATH 3337 Discrete Math	3
Elective course	3
Elective course	3
<i>Credits</i>	15