



	YOUR CLASS SCHEDULE	ACADEMIC ADVISING	ENRICHING EXPERIENCES	LIFELONG SUCCESS
Freshman	<ul style="list-style-type: none"> <li>Complete core courses recommended for your degree plan</li> <li>Focus on English, History, Math, and Computer Science courses</li> <li>Enroll in 14 credit hours Fall and Spring semesters</li> <li>Pass all your prerequisite classes with a C or better</li> </ul>	<ul style="list-style-type: none"> <li>Participate in New Student Orientation</li> <li>Meet with your Academic Advising Center Freshman Advisor before registration</li> <li>Plan the class schedule and register for classes</li> </ul>	<p><b>Prioritize Your Wellness</b></p> <ul style="list-style-type: none"> <li>Participate in campus recreation</li> <li>Attend Financial Literacy seminars</li> <li>Form healthy study habits</li> </ul> <p><b>Build Your Community</b></p> <ul style="list-style-type: none"> <li>Use FalconLink &amp; attend Club Day</li> <li>Volunteer at regional science fair</li> <li>Attend campus events</li> </ul> <p><b>Explore Your World</b></p> <ul style="list-style-type: none"> <li>Attend an athletics event, musical performance, or visit the art gallery</li> </ul>	<p><b>Build Your Brand</b></p> <ul style="list-style-type: none"> <li>Draft your resume</li> <li>Register for the Job Board</li> </ul> <p><b>Craft Your Future</b></p> <ul style="list-style-type: none"> <li>Explore career options</li> <li>Practice problem solving approaches</li> <li>Explore &amp; utilize Computer Science research labs</li> <li>Have coffee with a faculty member</li> </ul>
Sophomore	<ul style="list-style-type: none"> <li>Complete core courses recommended for your degree plan</li> <li>Focus on Political Science, Math, Science with lab and Computer Science courses</li> <li>Enroll in 18 credit hours Fall and 16 credit hours Spring semester</li> <li>Pass all your prerequisite classes with a C or better.</li> </ul>	<ul style="list-style-type: none"> <li>Meet with your Academic Advising Center Advisor before registration</li> <li>Plan class schedule and register for classes</li> <li>Register for classes as soon as possible</li> </ul>	<p><b>Prioritize Your Wellness</b></p> <ul style="list-style-type: none"> <li>Enjoy outdoor spaces on campus</li> </ul> <p><b>Build Your Community</b></p> <ul style="list-style-type: none"> <li>Join an organization (ex: ACM club)</li> <li>Explore campus leadership (SGA, Orientation Leader, Resident Asst.)</li> </ul> <p><b>Explore Your World</b></p> <ul style="list-style-type: none"> <li>Consider study abroad</li> <li>Attend a lecture series</li> </ul>	<p><b>Build Your Brand</b></p> <ul style="list-style-type: none"> <li>Update your resume</li> <li>Join LinkedIn</li> <li>Consider student employment</li> </ul> <p><b>Craft Your Future</b></p> <ul style="list-style-type: none"> <li>Participate in mock interviews</li> <li>Work on a project development team</li> <li>Attend an internship/career fair</li> <li>Research local part-time job opportunities in area of interest</li> </ul>
Junior	<ul style="list-style-type: none"> <li>Focus on Math and Computer Science courses</li> <li>Enroll in 16 credit hours Fall and 15 credit hours Spring semester</li> <li>Pass all your computer science classes with C or better</li> </ul>	<ul style="list-style-type: none"> <li>Meet with your Computer Science Academic Advisor before registration</li> <li>Register for classes as soon as possible</li> </ul>	<p><b>Prioritize Your Wellness</b></p> <ul style="list-style-type: none"> <li>Attend a health fair</li> </ul> <p><b>Build Your Community</b></p> <ul style="list-style-type: none"> <li>Run for organization officer role</li> <li>Apply to be a Falcon Ambassador</li> </ul> <p><b>Explore Your World</b></p> <ul style="list-style-type: none"> <li>Consider study abroad</li> <li>Participate in service learning</li> </ul>	<p><b>Build Your Brand</b></p> <ul style="list-style-type: none"> <li>Update your resume</li> <li>Conduct research with faculty</li> <li>Study advanced topics of game &amp; simulation in computer science and work on game &amp; simulation related computer projects</li> </ul> <p><b>Craft Your Future</b></p> <ul style="list-style-type: none"> <li>Research local internships o&amp; part-time job opportunities in areas of game &amp; simulation</li> </ul>
Senior	<ul style="list-style-type: none"> <li>Focus on Computer Science and minor courses</li> <li>Enroll in 15 credit hours Fall and 12 credit hours Spring semester</li> </ul>	<ul style="list-style-type: none"> <li>Meet with your Computer Science Academic Advisor before registration</li> <li>Apply for graduation</li> </ul>	<p><b>Prioritize Your Wellness</b></p> <ul style="list-style-type: none"> <li>Attend financial literacy seminars</li> </ul> <p><b>Build Your Community</b></p> <ul style="list-style-type: none"> <li>Attend your ring ceremony</li> <li>Join Alumni Association upon graduation</li> </ul> <p><b>Explore Your World</b></p> <ul style="list-style-type: none"> <li>Consider study abroad (summer prior to senior year)</li> </ul>	<p><b>Build Your Brand</b></p> <ul style="list-style-type: none"> <li>Update your resume &amp; project portfolio</li> <li>Present research</li> <li>Strengthen your ability to work on real life projects</li> <li>Apply what you have learned to develop advanced projects</li> </ul> <p><b>Craft Your Future</b></p> <ul style="list-style-type: none"> <li>Participate in an internship or fellowship</li> <li>Apply for jobs</li> </ul>

UTPB students will graduate with these skills:

- Leadership
- Problem-solving
- Communication
- Critical Thinking
- Collaboration
- Confidence
- Global Awareness
- Teamwork
- Critical Thinking

Career opportunities:

- Mobile game developer
- Game programmer
- Game test analyst
- Warehouse team member



**Bachelor of Science in Computer Science REQUIREMENTS (Game & Simulation Track)**

**Semester 1**  
ENGL 1301  
HIST 1301  
COSC 1430  
MATHS 2412  
1101 UNIV

**15 hours**

**Semester 2**  
ENGL 1302  
HIST 1302  
COSC 2430  
MATH 2413

**14 hours**

**Semester 3**  
PLSC 2305  
COSC 2420  
MATH 2414  
Science with Lab (4 credits)  
Creative Arts (3 credits)

**18 hours**

**Semester 4**  
PLSC 2306  
COSC 3310  
COSC 3315  
Science with Lab (4 credits)  
COMM 1315

**16 hours**

**Semester 5**  
MATH 3301  
COSC 3312  
COSC 3420  
ENGL 2300 Level Literature Survey  
Social and Behavior Science (3 credits)

**16 hours**

**Semester 6**  
MATH 3305  
ARTS 2348  
ARTS 2358  
COSC 4490  
COSC 4361

**16 hours**

**Semester 7**  
ARTS 3358  
COSC 4362  
COSC 4361  
Minor or Electives

**12 hours**

**Semester 8**  
COSC 4395 Computer Science (Research)  
COSC 4311 NTSC (Capstone)  
Minor or Electives  
Minor or Electives

**13 hours**

- Complete a total of at least 120 credit hours
- Complete the general education requirements
- Complete 48 hours at the junior/senior level, of which 30 must be at UTPB
- Complete the department requirements
- Complete the minor requirements