

Computer Science Supplementary Checklist Specialization in Game Programming

Name _____

Stony Brook ID Number _____

Email _____

The specialization in game programming prepares students for a career as either a professional game developer or researcher. Game graphics and multiplayer network programming techniques are stressed. The specialization also emphasizes original game development, game design methodology, and team projects and presentations. It requires eight courses, as listed below, all of which must be completed with a grade of C or higher. The first six courses may also be applied towards the graduation requirements for the CSE major. The project may not be applied towards the requirements of another specialization.

	Course	Title	Semester	Grade
1.	CSE 306	Operating Systems	_____	_____
2.	CSE 310	Computer Networks	_____	_____
3.	CSE 328	Fundamentals of Computer Graphics	_____	_____
4.	CSE 380	Computer Game Programming	_____	_____
5.	CSE 381	Advanced Game Programming	_____	_____

Two of the following electives:

CSE 304, 331, 334, 337, 352, 355, 364, 375, 376

6.	_____	_____	_____	_____
7.	_____	_____	_____	_____

Research project, CSE 487, or internship, CSE 488

8.	_____	_____	_____	_____
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Declaration of Specialization

Computer Science majors may declare their participation in the specialization after completing the first two courses with a grade of C or higher. Complete this form and submit it to the Computer Science Undergraduate Office.

Date _____ Signature _____