

Sample Four-Year Sequence for Games Studies -Cognitive Science Dual Major

Freshman Year					
Fall Semester			Spring Semester		
MATH-1010	Calculus I	4	MATH-1020	Calculus II	4
CSCI-1100	Computer Science I	4	CSCI-1200	Data Structures	4
COGS-2520	Intro. to Game Design	4	COGS-4320	Game Mechanics	4
IHSS-1972	History & Culture of Games	4	COGS-2120	Intro. to Cognitive Science	4
Sophomore Year					
Fall Semester			Spring Semester		
MATH-2800	Intro. to Discrete Structures	4	CSCI-2300	Introduction to Algorithms	4
COMM-4969	Designing Interactive Char.	4	PHYS-1100	Physics I	4
PHIL-2140	Introduction to Logic	4	COMM-4780	Interactive Narrative	4
IHSS-1964	Minds & Machines	4	PSYC-4370	Cognitive Psychology	4
Junior Year					
Fall Semester			Spring Semester		
PSYC-4520	Game Development I	4	PSYC-4967	Game Development II	4
CSCI-4150	Introduction to AI	4	BIOL-1010	Introduction to Biology	4
PSYC-4410 or PSYC-4964	Sensation and Perception or Structure of Language	4	COGS-4210 or COGS-4410	Cognitive Modeling I or Programming for Cog Sci and AI	4
PSYC-4310	Exp. Methods and Statistics	4	PSYC-4320	Behavioral neuroscience	4
Senior Year					
Fall Semester			Spring Semester		
ARTS-4510	Experimental Game Design	4	IHSS	GSAS Research Project	4
	Free Elective	4		Free Elective	4
	Cog Sci Elective	4		Cog Sci Elective	4
PHIL	Cog Sci core course	4	COGS-4990	Senior Thesis	4