

GAME PROGRAMMING (MS), COMBINED BACHELOR'S + MASTER'S DEGREE

The combined Bachelor's + Master's degree programs allow students to complete 12 graduate credit hours while still undergraduates. These 12 graduate credit hours will count toward both the undergraduate and graduate degree programs.

DePaul Undergraduate Degree + Game Programming (MS)

The Game Programming (MS) combined degree program is open to all undergraduate majors across the university.

For information on admission criteria and combined degree program structure, see the CDM Graduate Academics Page (<https://catalog.depaul.edu/colleges-schools/computing-digital-media/#graduateacademicstext>).

Graduate courses for the combined degree program

The combined degree students take at most three graduate courses during their undergraduate degree selected from the following list of graduate courses. Students are encouraged to work with their undergraduate advisor in their home college and the CDM advisor to choose the three courses that best fit the student's background and undergraduate degree.

Course	Title	Quarter Hours
Take three (3) graduate courses from this list		12
CSC 461	OPTIMIZED C++	
GAM 425	APPLIED 3D GEOMETRY	
GAM 470	RENDERING AND GRAPHICS PROGRAMMING	
(Note that GAM 470 must be taken after both CSC 461 and GAM 425.)		

Students who want to substitute different graduate courses for courses in the recommended list must discuss the request with their undergraduate advisor in their home college and the CDM advisor. Requests must be approved by the CDM advisor.

In addition to the three graduate courses, students complete the MS in Game Programming by taking an additional 36 credit hours (9 graduate courses) and any additional introductory courses that were not satisfied during their bachelor's degree. Students will follow the master's degree program requirements for the term they are admitted to the master's degree program.

Prerequisite undergraduate courses:

Students are encouraged to work with their undergraduate advisor in their home college and the CDM advisor to complete appropriate coursework during their undergraduate degree to satisfy the introductory courses of the Master's degree.

The suggested set of undergraduate courses that satisfy the Introductory courses for the MS in Game Programming degree are listed here:

- CSC 400 Discrete Structures for Computer Science: MAT 140
- CSC 401 Introduction to Programming: (CSC 241 and CSC 242) or CSC 243
- CSC 402 Data Structures I: CSC 300
- CSC 403 Data Structures II: CSC 301
- CSC 406 Systems I: CSC 373
- CSC 407 Systems II: CSC 374