

GSAS (128 credits required)

Student Name:

RIN:

Concentration: COGNITIVE SCIENCE

Term	Course #	Course Name	cr	ci	Grade	Notes
GSAS CORE COURSES (32 credits)						
	ARTS-1040	ART FOR INTERACTIVE MEDIA	4			
	COGS-2520	INTRO TO GAME DESIGN	4			
	COMM-4220	CHARAC & STORY FOR GAMES	4			
	COGS-4320	GAME MECHANICS <i>(COGS-2520)</i>	4			
	ARTS-4510	EXPERIMENTAL GAME DESIGN	4			
	ARTS/COGS/ CSCI-4520	GAME DEVELOPMENT I <i>(COGS-2520 or CSCI-2300)</i>	4			
	ARTS/COGS/ CSCI-4540	GAME DEVELOPMENT II <i>(ARTS/COGS/CSCI-4520)</i>	4			
	IHSS-4xxx	GSAS RESEARCH PROJECT	4			
Concentration (36 credits)						
	COGS/PHIL/PSYC- 2120	INTRO TO COGNITIVE SCIENCE	4	✓		
	PHIL-2130 IHSS-1140	INTRO TO PHIL OF SCIENCE OR MINDS AND MACHINES	4	✓		
	CSCI-2300	INTRO TO ALGORITHMS <i>(CSCI-1200; MATH-1010)</i>	4			
	CSCI-4150	INTRO TO AI <i>(CSCI-2300)</i>	4			
	PHIL-4260 PHIL-4440 PHIL-4480	PHILOSOPHY OF AI <i>(PHIL-2140)</i> OR KNOWLEDGE & RATIONAL OR METAPHYSICS & CONSCIOUSNESS	4			
	PSYC-4320	BEHAVIORAL NEUROSCIENCE <i>(COGS/PHIL/PSYC-2120)</i>	4			
	PSYC-4370	COGNITIVE PSYCHOLOGY <i>(PSYC-1200 or COGS/PHIL/PSYC-2100)</i>	4			
	PSYC-4410	SENSATION & PERCEPTION <i>(COGS/PHIL/PSYC-2120)</i>	4			
	PSYC-4510 COGS-4410	COGNITIVE MODELING I <i>(COGS-4410)</i> OR PROGRAM FOR COGS & AI <i>(CSCI-2300)</i>	4			
Math/Science (24 credits)						
	BIOL-1010	INTRO TO BIOLOGY	4			
	CSCI-1100	COMPUTER SCIENCE I ¹	4			
	CSCI-1200	DATA STRUCTURES	4			
	MATH-1010	CALCULUS I	4			
	PHYS-1100	PHYSICS I	4			
		MATH OPTION ²				
HASS Core (24 credits) (Max 3 1000 level; Min 1 4000 level; 1 COMM INTENSIVE)						
	COMM-1600	HISTORY & CULTURE OF GAMES ³	4	✓		
		HUMANITIES ELECTIVE	4			
		SOCIAL SCIENCE ELECTIVE	4			
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		HASS DEPTH ELECTIVE	4			
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Free Electives (12 credits)						
			4			
			4			
			4			

FOOTNOTES:

1. *Students with sufficient programming background may substitute another Computer Science course.*
2. *MATH OPTION: MATH-4030 Computability and Logic (cross-listed with PHIL-4420) OR any MATH or MATP at 2000 level or higher level (except MATH-2800).*
3. *COMM-1600 History and Culture of Games is a GSAS course counted in the HASS Core as a Humanities course.*

Guidelines for HASS Core:

- *2 course in ARTS/COMM/IHSS/LANG/LITR/PHIL/STSH/WRIT*
- *2 courses in COGS/ECON/IHSS/PSYC/STSS*
- *Max 3 1000 level; Min 1 4000 level*
- *2 course depth sequence (same department prefix, only 1 at 1000 level).*
- *Suggestions: COMM-4240 Writing For Games I, COMM-4250 Writing for Games II, COGS-49xx Learning and Advanced Game AI, ARTS-1020 Media Studio: Imaging, ARTS-1xxx Media Studio: Video/Audio.*