

COMPUTER SCIENCE (BS) - GAMES PROGRAMMING TRACK

Program Overview

The BS in Computer Science - Games Programming Track provides students with a thorough understanding of the theory, design and programming techniques required for producing games software. This track equips students with the theoretical and practical knowledge for careers in the games and simulation industries. Topics covered include games theory, design and programming; graphics techniques including virtual environments; artificial intelligence techniques; multi-player and Internet games programming; and games specific software tools.

Career Opportunities

Computer Programmers, Game & Simulation Programmers, Web Developers, Network & Security Specialists