Computing in the Arts Major with Concentration in Theatre Requirements
Catalog Year: 2015-16
Degree: Bachelor of Arts
Credit Hours: 52+

“PR” indicates a pre-requisite. “CO” indicates a co-requisite.

Courses within this major may also satisfy general education requirements. Please consult http://registrar.cofc.edu/general-edu for more information.

Required Courses

Choose one of the following:

☐ CITA 120 Animation and Virtual Worlds (cross-listed with CSCI 120) (3) PR: None

OR

☐ CITA 180 Computers, Music, and Art (cross-listed with CSCI 180) (3) PR: None

Required CITA Courses

☐ CITA 280 Game Programming (cross-listed with CSCI 280) (3) PR: CSCI/CITA 120 or CSCI/CITA 180, and ‘C’ or better in CSCI 220; or instructor permission

☐ CITA 395 CITA Seminar (3) PR: CSCI/CITA 280, C- or better in CSCI 221, 9 credit hours in an art concentration

☐ CITA 495 CITA Seminar (3) PR: CITA 395, C- or better in CSCI 230

Required CSCI Courses

☐ CSCI 220 Computer Programming I (3) PR: CSCI 120 or CSCI 180 or MATH 111 or higher or department permission; CO: CSCI 220L

☐ CSCI 220L Computer Programming Lab I (1) CO: CSCI 220

☐ CSCI 221 Computer Programming II (3) PR: CSCI 220 with a C- or better, CSCI 220L with a C- or better; CO or PR: MATH 207

☐ CSCI 230 Data Structures and Algorithms (3) PR: CSCI 221 with a C- or better; CO: MATH 207

CSCI Elective Requirement: Select 6 credit hours from the following:

☐ CSCI 230 Data Structures and Algorithms (3) PR: CSCI 221 with a C- or better; CO: MATH 207

☐ CSCI 250 Introduction to Computer Organization and Assembly Language Programming (3) PR: CSCI 220 with a C- or better, CSCI 220L with a C- or better; CO or PR: MATH 207

☐ CSCI 315 Service-Side Web Programming (3) PR: CSCI 215, CSCI 221

☐ CSCI 320 Programming Language Concepts (3) PR: CSCI 230 with a C- or better, MATH 207

☐ CSCI 325 Functional and Logic Programming (3) PR: CSCI 221 with a C- or better, MATH 207

☐ CSCI 350 Digital Logic and Computer Organization (3) PR: CSCI 250 with a C- or better; PR or CO: MATH 307

☐ CSCI 360 Software Architecture and Design (3) PR: CSCI 230 with a C- or better; CO or PR: COMM 104

☐ CSCI 380 User Interface Development (3) PR: CSCI 221 with a C- or better, MATH 307

☐ CSCI 399 Tutorial (3, Repeatable up to 12) PR: Junior standing, tutor permission, department chair permission

☐ CSCI 470 Principles of Artificial Intelligence (3) PR: CSCI 230 with a C- or better

☐ CSCI 480 Principles of Computer Graphics (3) PR: CSCI 230 with a C- or better, MATH 105 or MATH 120
CSCI 490  Special Topics (3) **PR: Instructor permission**

**Math Requirement**

- [ ] MATH 105  Calculus for Business and Social Sciences (3) **PR: MATH 101 or placement**
- **OR**
- [ ] MATH 111  Pre-Calculus Mathematics (4) **PR: Placement or C- or better in MATH 101**

**AND**

- [ ] MATH 207  Discrete Structures I (3) **PR: MATH 105, MATH 111, or MATH 120**

Select a concentration area from the following (Art, Music or Theatre):

**Theatre Concentration**

- [ ] THTR 276  Script Analysis (3) **PR: None**
- [ ] THTR 277  Acting I: Basic Approach (3) **PR: None**
- [ ] THTR 355  Playwriting I (3) **PR or CO: THTR 276**

Select one course from the following:

- [ ] THTR 240  Costume I: Introductory Studies (3) **PR: None**
- THTR 209  Stagecraft I (3) **PR: None**

Select one course from the following:

- [ ] THTR 310  Theatre History and Literature to 1750 (3) **PR: Junior or senior standing**
- THTR 311  Theatre History and Literature after 1750 (3) **PR: Junior or senior standing**

Select one course from the following:

- [ ] THTR 207  Drafting and Rendering for Theatre (3) **PR: THTR 209 or THTR 240**
- THTR 221  Creative Drama I (3) **PR: None**
- THTR 340  Costuming II: Pattern Drafting and Advanced Sewing Techniques (3) **PR: THTR 240**
- THTR 350  Selected Topics in Communication Production (3) **PR: None**
- THTR 455  Playwriting II (3) **PR: THTR 355**