

Future Course Offering for New Incoming (Prospective) Students

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Class	Title	Credits	Offered every Fall?	Offered every Spring?	Offered every Summer?	Offered Online	Offered every Mid-Fall? (for brand new Freshmen students)	Offered every Mid-Spring? (for brand new Freshmen students only)	Offered every Mid-Summer? (for brand new Freshmen students only)	Offered Online? (for brand new Freshmen students)
ART100	2D Design 1	3.00	Yes	Yes	Yes	Possibly	No	No	No	No
ART105	Color Theory	3.00	Yes	Yes	Yes	No	No	No	No	No
ART108	Introduction to Photography	3.00	Yes	Yes	Yes	No	No	No	No	No
ART110	Sketching	3.00	Yes	Yes	Yes	Possibly	Yes	Yes	Yes	No
ART115	Figure Drawing 1	3.00	Yes	Yes	Yes	No	No	No	No	No
ART120	Traditional Painting	3.00	Yes	Yes	Possibly	No	No	No	No	No
ART210	Figure Drawing 2	3.00	Yes	Possibly	No	No	No	No	No	No
ART212	Perspective and Rendering	3.00	Yes	Yes	Yes	No	No	No	No	No
ART230	Introduction to Sculpture	3.00	Yes	Yes	Yes	No	No	No	No	No
ART299	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
ART330	Figure Sculpture	3.00	Yes	No	Possibly	No	No	No	No	No
ART335	Portrait Sculpture	3.00	No	Yes	No	No	No	No	No	No
ART499	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
BUS100	Computer Applications for Business	3.00	Possibly	Yes	Possibly	Possibly	Possibly	Yes	Possibly	No
BUS105	Financial Accounting	3.00	Yes	No	Possibly	No	No	No	No	No
BUS110	Principles of Management	3.00	Yes	Yes	Yes	No	Yes	Yes	Yes	No
BUS120	Business Communications	3.00	No	Yes	Possibly	No	No	No	No	No
BUS125	Business Law	3.00	Yes	No	No	No	No	No	No	No
BUS141	Principles of Marketing	3.00	Yes	Possibly	Possibly	No	No	No	No	No
BUS145	Data Analysis with Spreadsheets	3.00	Yes	Possibly	Possibly	No	No	No	No	No
BUS150	Principles of Economics	3.00	No	Yes	Possibly	No	No	No	No	No
BUS200	Business Systems Analysis	3.00	No	No	No	No	No	No	No	No
BUS220	Advanced Cost Management	3.00	Yes	No	Possibly	No	No	No	No	No
BUS230	Contracts and Procurement	3.00	Yes	Possibly	No	No	No	No	No	No
BUS235	Group Behavior in Organizations	3.00	No	Yes	Possibly	Possibly	No	No	No	No
BUS241	Consumer and Marketing Behavior	3.00	Yes	No	Yes	No	No	No	No	No
BUS250	Finance	3.00	No	Yes	Possibly	No	No	No	No	No
BUS270	Project Management	3.00	Yes	Yes	Yes	No	No	No	No	No
BUS275	Managerial Accounting	3.00	No	Yes	Possibly	No	No	No	No	No
BUS280	Human Resources Management	3.00	Yes	No	Possibly	No	No	No	No	No
BUS299	Special Topic	3.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
BUS310	Advanced Project Management	3.00	Yes	No	No	No	No	No	No	No
BUS340	Social Media, Engagement and Analytics	3.00	No	Yes	No	No	No	No	No	No
BUS350	Project Performance and Quality Assurance	3.00	Yes	Possibly	No	No	No	No	No	No
BUS365	Personal and Organizational Ethics	3.00	Yes	No	Possibly	Possibly	No	No	No	No
BUS410	Strategic Brand Management	3.00	No	No	Yes	Possibly	No	No	No	No
BUS415	Project Risk Management	3.00	No	Yes	Possibly	No	No	No	No	No
BUS430	Fundamentals of E-Commerce	3.00	Yes	No	Possibly	Possibly	No	No	No	No
BUS440	Business Storytelling and Brand Development	3.00	No	Yes	No	No	No	No	No	No
BUS450	Operations	3.00	Yes	Possibly	Possibly	No	No	No	No	No
BUS480	Senior Project 1: Research and Planning	3.00	Yes	Possibly	Possibly	Possibly	No	No	No	No
BUS485	Senior Project 2: Strategy and Implementation	3.00	Possibly	Yes	Possibly	Possibly	No	No	No	No
BUS490	Strategic Management	3.00	Possibly	Yes	Possibly	No	No	No	No	No
BUS499	Special Topic	3.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
CS100	Introduction to Scripting: Python	3.00	Yes	Yes	Yes	Yes	Possibly	Possibly	Possibly	Possibly
CS110	C Programming	4.00	Yes	Yes	No	No	No	No	No	No
CS115	Web Programming: HTML5, CSS and JavaScript	3.00	Yes	Yes	Yes	Possibly	Possibly	Possibly	Possibly	Possibly
CS189	Object-Oriented Programming with Python	3.00	Possibly	Possibly	Possibly	No	No	No	No	No
CS190	Digital Systems	3.00	Yes	Possibly	Possibly	No	No	No	No	No
CS212	Java Programming	4.00	No	Yes	Possibly	No	No	No	No	No
CS221	LINUX Programming Environment	3.00	No	Yes	No	No	No	No	No	No
CS285	C++ Programming: Object Oriented Programming	4.00	Yes	Yes	No	No	No	No	No	No
CS295	Data Structures and Algorithms	4.00	Yes	Yes	No	No	No	No	No	No
CS299	Special Topic	0.00	Possibly	Possibly	Possibly	No	No	No	No	No
CS316	Advanced Web Programming	3.00	Yes	No	No	No	No	No	No	No
CS320	Operating Systems Concepts	3.00	No	Yes	No	No	No	No	No	No
CS340	Software Engineering Methods and Project 1	3.00	Yes	No	No	No	No	No	No	No
CS341	Network Systems	3.00	Yes	Possibly	Possibly	No	No	No	No	No
CS351	Computer Architecture	3.00	Possibly	Possibly	No	No	No	No	No	No
CS352	Embedded Software Systems	3.00	Possibly	Possibly	No	No	No	No	No	No
CS360	Database Management Systems	4.00	No	Yes	No	No	No	No	No	No
CS361	Introduction to Compilers	3.00	No	Yes	No	No	No	No	No	No
CS375	Mobile Programming for iOS	3.00	No	Yes	No	No	No	No	No	No
CS376	Mobile Programming for Android	3.00	Yes	No	No	No	No	No	No	No
CS442	Software Engineering Methods and Projects 2	3.00	No	Yes	No	No	No	No	No	No
CS445	Advanced C++ Programming	3.00	Yes	Possibly	No	No	No	No	No	No
CS446	High Performance Computing	3.00	No	Yes	No	No	No	No	No	No

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CS447	GUI and Graphic Programming	3.00	Possibly	Yes	No	No	No	No	No	No
CS457	Machine Learning	3.00	Yes	No	No	No	No	No	No	No
CS459	Data Mining & Visualization	3.00	Yes	Possibly	No	No	No	No	No	No
CS499	Special Topic	0.00	Possibly	Possibly	Possibly	No	No	No	No	No
CSE480	Senior Project 1: Planning	3.00	Yes	Yes	Yes	No	No	No	No	No
CSE485	Senior Project 2: Execution	3.00	Yes	Yes	Yes	No	No	No	No	No
DAA106	Digital Imaging Concepts	3.00	Yes	Yes	Yes	No	No	No	No	No
DAA109	Web Design	3.00	Possibly	Possibly	Possibly	Yes	No	No	No	No
DAA200	Acting	3.00	Yes	Yes	Possibly	No	No	No	No	No
DAA221	Editing and Motion Graphics	3.00	Yes	Yes	Yes	No	No	No	No	No
DAA240	Introduction to 3D Modeling	3.00	Yes	Yes	Yes	No	No	No	No	No
DAA244	Introduction to 3D Animation Principles	3.00	Yes	Yes	Yes	No	No	No	No	No
DAA245	Texturing	3.00	Yes	Yes	Possibly	No	No	No	No	No
DAA248	Lighting and Layout 1	3.00	Yes	No	No	No	No	No	No	No
DAA250	Digital Sculpting	3.00	No	No	Yes	No	No	No	No	No
DAA264	Drawing Animation 1	3.00	Yes	Yes	Possibly	No	No	No	No	No
DAA265	2D Animation 1	3.00	Yes	No	No	No	No	No	No	No
DAA267	Character Rigging	3.00	Yes	Yes	Yes	No	No	No	No	No
DAA270	Illustration 1	3.00	Yes	Possibly	Possibly	No	No	No	No	No
DAA299	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
DAA310	Storyboarding	3.00	Yes	Yes	Yes	No	No	No	No	No
DAA312	Animal Drawing and Motion	3.00	No	No	Yes	No	No	No	No	No
DAA320	Digital Painting	3.00	Yes	Yes	Yes	No	No	No	No	No
DAA321	Quadruped Animation	3.00	No	Yes	No	No	No	No	No	No
DAA325	Advanced Character Rigging	3.00	No	Yes	No	No	No	No	No	No
DAA326	Advanced Texturing	3.00	No	Yes	No	No	No	No	No	No
DAA340	Modeling 1	3.00	Yes	Yes	Yes	No	No	No	No	No
DAA345	Modeling 2	3.00	Yes	No	No	No	No	No	No	No
DAA356	Production Pipeline	3.00	No	Possibly	No	No	No	No	No	No
DAA357	Project Avatarah	3.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
DAA358	Dynamics	3.00	Yes	Possibly	No	No	No	No	No	No
DAA360	3D Animation 1	3.00	Yes	Yes	Yes	No	No	No	No	No
DAA364	Drawing Animation 2	3.00	No	Yes	Yes	No	No	No	No	No
DAA365	3D Animation 2	3.00	Yes	No	No	No	No	No	No	No
DAA370	Concept Design	3.00	Yes	Yes	Possibly	No	No	No	No	No
DAA400	Compositing and Special Effects	3.00	Yes	Possibly	No	No	No	No	No	No
DAA410	Storyboarding 2	3.00	No	No	Possibly	No	No	No	No	No
DAA421	Advanced Quadruped Animation	3.00	No	No	Possibly	No	No	No	No	No
DAA425	Advanced Motion Graphics	3.00	No	No	Yes	No	No	No	No	No
DAA435	Matte Painting	3.00	No	Yes	No	No	No	No	No	No
DAA440	Modeling 3	3.00	No	Yes	No	No	No	No	No	No
DAA442	Advanced Lighting and Layout	3.00	No	Yes	No	No	No	No	No	No
DAA460	2D Animation 2	3.00	No	Yes	No	No	No	No	No	No
DAA465	3D Animation 3	3.00	Yes	Yes	No	No	No	No	No	No
DAA468	VR Animation Production	3.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
DAA470	Illustration 2	3.00	Possibly	Yes	No	No	No	No	No	No
DAA474	Animated Film Pre-production	3.00	Possibly	Yes	Possibly	Possibly	No	No	No	No
DAA476	Animated Film Production	3.00	Possibly	Possibly	Yes	Possibly	No	No	No	No
DAA477	Animated Film Post-production	3.00	Yes	Possibly	Possibly	Possibly	No	No	No	No
DAA478	Star Thief Studio	3.00	No	No	No	No	No	No	No	No
DAA479	Star Thief Studio	3.00	No	No	No	No	No	No	No	No
DAA480A	Animation Portfolio 1	3.00	Yes	Yes	No	No	No	No	No	No
DAA480E	Entertainment Design Portfolio 1	3.00	Yes	Yes	No	No	No	No	No	No
DAA480M	Modeling Portfolio 1	3.00	Yes	Yes	No	No	No	No	No	No
DAA480T	Technical Art Portfolio 1	3.00	No	No	No	No	No	No	No	No
DAA483	Media Works	3.00	Yes	Yes	Possibly	Possibly	No	No	No	No
DAA485A	Animation Portfolio 2	3.00	Yes	Yes	No	No	No	No	No	No
DAA485E	Entertainment Design Portfolio 2	3.00	Yes	Yes	Possibly	No	No	No	No	No
DAA485M	Modeling Portfolio 2	3.00	Yes	Yes	No	No	No	No	No	No
DAA485T	Technical Art Portfolio 2	3.00	Yes	Yes	No	No	No	No	No	No
DAA499	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
DAT050	Music Fundamentals	3.00	Yes	Yes	Yes	No	No	No	No	No
DAT102	Music Theory 1	3.00	Yes	Possibly	Possibly	No	No	No	No	No
DAT107	Music Theory 2	3.00	Possibly	Yes	Possibly	No	No	No	No	No
DAT110	Desktop Production Fundamentals	3.00	Yes	Yes	Yes	No	No	No	No	No
DAT115	Desktop Audio Production	3.00	Yes	Yes	Yes	No	No	No	No	No
DAT120	Introduction to the Techniques of Digital Signal Processing	3.00	Yes	No	Possibly	No	No	No	No	No

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DAT203	Songwriting	3.00	Possibly	Yes	Possibly	No	No	No	No	No
DAT208	Live Sound	3.00	Possibly	Yes	Possibly	No	No	No	No	No
DAT209	Music Composition	3.00	Yes	Possibly	Possibly	No	No	No	No	No
DAT210	Digital Sound Synthesis	3.00	Yes	Possibly	No	No	No	No	No	No
DAT212	Introduction to Game Audio	3.00	Possibly	Yes	Possibly	No	No	No	No	No
DAT220	Studio Production 1	3.00	Yes	Yes	Yes	No	No	No	No	No
DAT238	Principles of Room Acoustics	3.00	Yes	No	Possibly	No	No	No	No	No
DAT260	Audio Theater Production	3.00	Possibly	Possibly	Yes	No	No	No	No	No
DAT281	Audio and Music Industry Business Principles	3.00	Possibly	Yes	Possibly	No	No	No	No	No
DAT285	Second Year Portfolio	3.00	Possibly	Possibly	Possibly	No	No	No	No	No
DAT299	Special Topic	0.00	Possibly	Possibly	Possibly	No	No	No	No	No
DAT303	Cultural Trends and Musical Style	3.00	Yes	No	No	No	No	No	No	No
DAT320	Studio Production 2	3.00	Yes	Yes	Possibly	No	No	No	No	No
DAT324	Studio Production 3	3.00	Yes	Possibly	No	No	No	No	No	No
DAT325	Audio Production Project	4.00	No	Yes	Possibly	No	No	No	No	No
DAT326	Digital Sound Design	3.00	Possibly	Yes	No	No	No	No	No	No
DAT331	Programming for Audio Production	3.00	Possibly	Yes	Possibly	No	No	No	No	No
DAT335	Music Perception and Cognition	3.00	Yes	Yes	Possibly	No	No	No	No	No
DAT336	Psychoacoustics for Audio	3.00	No	No	No	No	No	No	No	No
DAT338	Cultural Trends and Musical Style 2	3.00	No	Yes	No	No	No	No	No	No
DAT340	Film Scoring	3.00	No	No	Yes	No	No	No	No	No
DAT342	Interactive Game Composition	3.00	No	Yes	No	No	No	No	No	No
DAT350	Audio Programming	3.00	No	Yes	Possibly	No	No	No	No	No
DAT355	Game Audio Implementation	3.00	No	Possibly	No	No	No	No	No	No
DAT360	Digital Signal Processing	3.00	No	Yes	Possibly	No	No	No	No	No
DAT365	Digital Filter Design	4.00	Yes	No	Possibly	No	No	No	No	No
DAT366	Digital Audio Filters	3.00	No	No	No	No	No	No	No	No
DAT404	The Ultimate Electronic Music Production	3.00	Yes	No	No	No	No	No	No	No
DAT412	Interactive Audio Lab	3.00	Possibly	No	No	No	No	No	No	No
DAT420	Audio Mastering	3.00	Possibly	Possibly	No	No	No	No	No	No
DAT450	Audio Software Development	3.00	Yes	No	Possibly	No	No	No	No	No
DAT455	Game Audio Programming	3.00	Possibly	No	Possibly	No	No	No	No	No
DAT475	Audio Software Development Collaborative Project	3.00	Yes	Possibly	Possibly	No	No	No	No	No
DAT480	Portfolio 1	3.00	Possibly	Yes	Yes	No	No	No	No	No
DAT481	Audio Engineering Project 1	3.00	Yes	Possibly	Possibly	No	No	No	No	No
DAT482	Game Studio 1	3.00	Yes	Possibly	Possibly	No	No	No	No	No
DAT483	MediaWorks 1	3.00	Yes	Yes	Yes	No	No	No	No	No
DAT485	Portfolio 2	3.00	Possibly	Yes	Yes	No	No	No	No	No
DAT487	Audio Engineering Project 2	3.00	Possibly	Yes	Possibly	No	No	No	No	No
DAT488	Game Studio 2	3.00	Possibly	Yes	Possibly	No	No	No	No	No
DAT489	Mediaworks 2	3.00	Yes	Yes	Yes	No	No	No	No	No
DAT490	MediaWorks 3	3.00	Yes	Yes	Yes	No	No	No	No	No
DAT499	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
ENG050	Grammar and Composition	3.00	Yes	Yes	Possibly	Yes	No	No	No	No
ENG100	English Composition	3.00	Yes	Yes	Yes	Yes	Possibly	Possibly	Possibly	Possibly
ENG105	Critical Reading, Thinking and Writing	3.00	Yes	Yes	Yes	Possibly	Possibly	Possibly	Possibly	Possibly
ENG199	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
ENG220	Technical and Professional Writing	3.00	Yes	Yes	Possibly	Yes	No	No	No	No
ENG227	Scriptwriting	3.00	Yes	Yes	Possibly	Possibly	No	No	No	No
ENG228	Creative Writing	3.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
ENG229	Cog: The Publishing Experience	3.00	Yes	Yes	No	No	No	No	No	No
ENG230	Classics of the World Stage	3.00	Possibly	Possibly	No	No	No	No	No	No
ENG250	Speech and Oral Communication	3.00	Yes	Yes	Yes	No	No	No	No	No
ENG280	Apocalypse and The American Imagination	3.00	Yes	Yes	Possibly	Yes	No	No	No	No
ENG285	Visions of American Dystopia	3.00	Yes	Possibly	Possibly	Possibly	No	No	No	No
ENG299	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
ENG300	Essentials of Written Communication	3.00	Yes	Yes	Yes	Yes	No	No	No	No
ENG310	Classics of Western Drama	3.00	Yes	Yes	Possibly	Possibly	No	No	No	No
ENG399	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
ENG499	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
ENT520	Business Models & Planning	3.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
ENT525	Legal Structures, Contracts & Risk Management	3.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
ENT530	Finance & Accounting	3.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
ENT540	Sales & Negotiations	3.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
ENT550	Social Media & Online Marketing	3.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
ENT555	Leadership & Management	3.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
ENT560	Game Development: Concept to Greenlight	3.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No

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ENT590	Practicum 1	3.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
ENT595	Practicum 2	3.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
GAM220	Introduction to Game Storytelling	3.00	Yes	Yes	No	No	No	No	No	No
GAM225	Introduction to Game Production	3.00	Yes	Yes	Yes	Yes	No	No	No	No
GAM235	Game Usability	3.00	No	No	No	No	No	No	No	No
GAM250	Game 3D Asset Creation	3.00	Yes	Yes	Possibly	No	No	No	No	No
GAM260	GAM260 Game Writing 1	3.00	Possibly	Possibly	No	No	No	No	No	No
GAM295	Game Design 1	3.00	Yes	Yes	Yes	Possibly	No	No	No	No
GAM299	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
GAM340	Game Writing 2	3.00	Possibly	Possibly	No	No	No	No	No	No
GAM355	Level Design 1	3.00	Yes	Yes	Possibly	No	No	No	No	No
GAM360	Game Animation	3.00	Possibly	No	Yes	No	No	No	No	No
GAM370	Environment Art	3.00	Possibly	Yes	Possibly	No	No	No	No	No
GAM376	Game Design 2	3.00	Possibly	Yes	Possibly	Yes	No	No	No	No
GAM415	Level Design 2	3.00	Yes	Possibly	Possibly	Possibly	No	No	No	No
GAM420	Narrative Design and Leadership	3.00	Possibly	Possibly	No	No	No	No	No	No
GAM430	Real-Time Visual Effects	3.00	Possibly	Yes	No	No	No	No	No	No
GAM475	Game Studio 1	3.00	Yes	Possibly	No	Possibly	No	No	No	No
GAM476	Game Studio 2	3.00	Possibly	Yes	No	Possibly	No	No	No	No
GAM477	Game Studio: Post Production	3.00	No	No	Possibly	Possibly	No	No	No	No
GAM480	Game Studio 1	3.00	Yes	Possibly	Possibly	Possibly	No	No	No	No
GAM485	Game Studio 2	3.00	Possibly	Yes	Possibly	Possibly	No	No	No	No
GAM499	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
HUM100	Disruptive Imagination	3.00	Yes	Yes	Yes	No	No	No	No	No
HUM120	The Nature and History of Western Art	3.00	Yes	Yes	Yes	Possibly	Possibly	Possibly	Possibly	Possibly
HUM122	World Music	3.00	Yes	Possibly	Possibly	Possibly	Possibly	Possibly	Possibly	Possibly
HUM125	Music in Western Culture	3.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
HUM130	Modern Art History	3.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
HUM199	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
HUM200	History of the Modern World	3.00	Yes	Yes	Possibly	Possibly	No	No	No	No
HUM225	The Horror Film	3.00	Possibly	Possibly	Possibly	No	No	No	No	No
HUM226	Science Fiction Cinema	3.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
HUM227	Film History	3.00	Possibly	Possibly	Possibly	No	No	No	No	No
HUM228	Video Games and Society	3.00	Yes	Yes	Possibly	Possibly	No	No	No	No
HUM230	History of Animation	3.00	Yes	Yes	Possibly	Possibly	No	No	No	No
HUM299	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
HUM329	COG 2: Advanced Literary Studies	3.00	Yes	Yes	No	No	No	No	No	No
HUM361	Contemporary Ethical Issues	3.00	Yes	Yes	Yes	Possibly	No	No	No	No
HUM399	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
HUM400	Research and Writing Capstone Project	3.00	Yes	Yes	Yes	Possibly	No	No	No	No
HUM499	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
MATH003	Intermediate Algebra	3.00	Yes	Yes	Yes	Possibly	Yes	Yes	No	No
MATH112	College Algebra	3.00	Possibly	Possibly	Possibly	No	No	No	No	No
MATH114	Trigonometry	3.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
MATH115	College Algebra and Trigonometry	3.00	Yes	Yes	Yes	Possibly	No	No	No	No
MATH116	Pre-Calculus	4.00	Yes	Yes	Yes	Possibly	No	No	No	No
MATH143	Calculus 1	4.00	Yes	Yes	Yes	Possibly	No	No	No	No
MATH144	Calculus 2	3.00	Possibly	Possibly	No	Possibly	No	No	No	No
MATH145	Calculus 2	4.00	yes	yes	yes	Possibly	No	No	No	No
MATH215	Mathematics for Computer Graphics	3.00	Yes	Yes	Possibly	No	No	No	No	No
MATH240	Applied Probability and Random Processes	3.00	Yes	Possibly	Possibly	No	No	No	No	No
MATH245	Calculus 3	3.00	Yes	Yes	Possibly	Possibly	No	No	No	No
MATH285	Abstract Algebra	3.00	Possibly	Possibly	Possibly	No	No	No	No	No
MATH290	Linear Algebra and Transformations	3.00	Yes	Yes	Possibly	No	No	No	No	No
MATH295	Discrete Mathematics	3.00	Yes	Yes	Yes	Possibly	No	No	No	No
MATH299	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
MATH320	Geometry and Transformation	3.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
MATH499	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
SCI100	Basic Concepts of Physics	3.00	Possibly	Possibly	Possibly	No	No	No	No	No
SCI101	Basic Physics 1	3.00	yes	Possibly	Yes	Possibly	No	No	No	No
SCI102	Basic Physics 2	3.00	Yes	Yes	Possibly	Possibly	No	No	No	No
SCI110	The Science of Motion: Humans, Animals, Objects	3.00	Yes	Yes	Yes	No	No	No	No	No
SCI130	Basic Concepts of Anatomy and Physiology	3.00	Yes	Yes	Yes	No	No	No	No	No
SCI145	College Physics 1	4.00	Yes	Yes	Yes	No	No	No	No	No
SCI199	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
SCI200	General Physics	3.00	Possibly	No	No	No	No	No	No	No
SCI220	Foundations of Musical Acoustics	3.00	Possibly	Possibly	Possibly	No	No	No	No	No

Future Course Offering for New Incoming (Prospective) Students

This information is for New Incoming (Prospective) Students. Current students should not use this document.

** Please note: This is a "plan".

It is not a promise of what courses will be offered and when. **

Class	Title	Credits	Offered every Fall?	Offered every Spring?	Offered every Summer?	Offered Online	Offered every Mid-Fall? (for brand new Freshmen students)	Offered every Mid-Spring? (for brand new Freshmen students only)	Offered every Mid-Summer? (for brand new Freshmen students only)	Offered Online? (for brand new Freshmen students)
SCI245	College Physics 2	4.00	Yes	Yes	Possibly	No	No	No	No	No
SCI299	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
SCI345	College Physics 3	3.00	Possibly	No	Possibly	No	No	No	No	No
SCI399	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
SL101	Cogswell 101	0.00	Yes	Yes	Yes	No	No	No	No	No
SL102	Strategies for Student Success	0.00	No	No	No	No	No	No	No	No
SSC180	Introduction to Psychology	3.00	Yes	Yes	Possibly	Possibly	No	No	No	No
SSC199	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
SSC200	U.S. Government	3.00	Yes	Yes	Possibly	Yes	No	No	No	No
SSC210	Introduction to Consciousness	3.00	No	No	No	No	No	No	No	No
SSC225	Fashion and Culture	3.00	Possibly	Possibly	Yes	Possibly	No	No	No	No
SSC227	Architecture and World Societies	3.00	Possibly	Possibly	Yes	Possibly	No	No	No	No
SSC230	Human Behavior and Entrepreneurship	3.00	Yes	Yes	Yes	Yes	No	No	No	No
SSC235	Race, Gender and Technology in the Music Industry	3.00	Possibly	Possibly	Possibly	No	No	No	No	No
SSC299	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
SSC332	Global Political Economics	3.00	Yes	Yes	Yes	Possibly	No	No	No	No
SSC399	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
SSC499	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
SWE125	Introduction to Mobile Programming: iOS	3.00	No	No	No	No	No	No	No	No
SWE299	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No
SWE361	Software QA, Testing and Validation	3.00	Yes	Possibly	No	No	No	No	No	No
SWE442	Software Engineering Methods and Projects 2	3.00	No	Yes	No	No	No	No	No	No
SWE449	Tools Programming	3.00	No	Yes	No	No	No	No	No	No
SWE499	Special Topic	0.00	Possibly	Possibly	Possibly	Possibly	No	No	No	No