

Computer Science, Computer Information Systems, Computer Game Design

Last updated 05/10/12. The information in this guide is based on articulation agreements for 2011-12 and is subject to change. The universities may require additional lower division courses beyond those listed or articulated. Please review a current catalog of the campus of your choice and consult with a counselor. The most recent articulation information is available at www.assist.org.

In addition to the universities listed below, majors in Computer Science and/or Computer Information Systems are offered at CSU Bakersfield, Channel Islands, Dominguez Hills, Fullerton, Long Beach, Los Angeles, Monterey Bay, Northridge, Pomona, San Bernardino, San Diego, San Marcos, & Stanislaus and UC Irvine, Merced, & Riverside. UC Irvine also offers a B.S. in Computer Game Science. For more information, refer to the campus catalogs or www.assist.org.

CSU CHICO**B.S. Computer Science**

Lower Division Core: CS 10, 11, 12; BIO 10; MATH 1A, 1B, 4; PHYS 40, 42

B.S. Computer Information Systems

Lower Division Core: CS 10, 11; MATH 4, 8A, 15

Business Minor Lower Division Requirements: add BAD 1, 2; ECON 1B

For both majors, check the current Chico catalog under "Majors with important modifications to General Education requirements".

CSU EAST BAY**B.S. Computer Science with options in Computer Engineering, Networking and Data Communication, and Software Engineering in addition to the general Computer Science degree**

Lower Division Major Courses: CS 10, 11, 12; MATH 1A, 1B, 4, 5

Computer Engineering Option: add PHYS 21/21L

Grade of "C" or better is required in all courses applied to the major.

CSU FRESNO**B.S. Computer Science**

Lower Division Requirements: CS 10, 11; MATH 1A, 1B, 4; PHYS 20/20L + 21/21L or PHYS 40+41+42+43

All courses required as prerequisites must be completed with a grade of "C" or better.

HUMBOLDT STATE UNIVERSITY**B.S. Computer Science**

Lower Division Requirements: CS 10, 11, 12, 17.11, 81.21; MATH 1A or 8A, 15

A minimum grade of "C" must be earned in all core courses and prerequisites required for the major.

CSU SACRAMENTO**B.S. Computer Science**

Lower Division Requirements: CS 10, 11, 12, 81.21; MATH 1A, 1B, 4; PHYS 40, 42;

One course from *MATH 2 or 5; One course** from ANAT 1, BIO 2.1, CHEM 1A, 4A, ENGR 16, 45, PHYS 41

* Please note: Articulation of MATH 1C has been requested. Check www.assist.org for articulation updates.

** Chosen course cannot be used to satisfy CSU GE B2 life science requirement

Grade of "C-" or better is required in all courses applied to the major.

COMPUTER SCIENCE --- continued

SAN FRANCISCO STATE UNIVERSITY

B.S. Computer Science

Lower Division Core: CS 10, 12; MATH 4

Math and Physics: MATH 1A, 1B, 5#, 15#; PHYS 40, 42

Accepted in lieu of upper division course requirements at SFSU; however, no upper division units will be awarded. Upper division unit minimums of the major and degree still apply.

4 units of biological science coursework*: BIO 10, BIO 2.1+2.2+2.3, MICRO 5 or 60 (Other courses subject to approval.)

* May also be used to satisfy GE Biological Science requirement.

P/NP or CR/NC grades are not acceptable in courses applied toward the CS major at SFSU.

ENGL 1B or 5 meets a prerequisite to the upper division graduation writing requirement in the major.

SAN JOSE STATE UNIVERSITY

B.S. Computer Science (IMPACTED major)

Requirements for the Major: CS 10, 11, 12

(Upper division computer science courses at SJSU assume knowledge of the JAVA language, but CS 17.11 is not articulated.)

CS Elective: CS 81.21 (may need to take upper division elective at SJSU, if all lower division coursework is completed at the community college)

Support for the Major: MATH 1A, 1B, 1C, 4, 5# (#content credit only, no upper division units will be given)

Physics Requirement: PHYS 40, 42

One additional science course: Select from BIO 2.1 or 2.2 or 2.3, CHEM 1A or 1B or 4A or 4B, PHYS 41 (or take an upper division course after transfer. See www.assist.org for recommendations.)

ENGL 1B or 5 or PHIL 5 or SPCH 9 = prerequisite to upper division writing. SJSU also requires 2 units of PE in at least two different activities for graduation.

CAL POLY, SAN LUIS OBISPO

B.S. Computer Science (IMPACTED major)

See http://admissions.calpoly.edu/apply/transfer_sc for important information on transfer selection criteria.

Major Courses: CS 10, 11; MATH 4 (Several of the CSC courses required for the major at SLO are not currently articulated.)

Support Courses: MATH 1A, 1B

Support Elective: PSYCH 30 (may not double count to meet a GE requirement)

(PSYCH 30 is not required; upper division elective courses may be taken at Cal Poly)

Math Electives: Select two from MATH 1C, 5, 2+5

Physical Science Electives: Select one series from CHEM 1A+1B or PHYS 40+41+42

Science Elective: (no double counting of units) Select one from BIO 10, 2.3, BOTANY 10, CHEM 1A, MICRO 5, PHYS 40

SONOMA STATE UNIVERSITY

B.S. Computer Science

Requirements for the Major: CS 10, 11, 81.21; MATH 1A, 4; Choose two from* MATH 1B, 5 or 2+5, 15

* SSU PHYS 214 is also an option but not articulated individually. SSU PHYS 114+116+214+216 = SRJC PHYS 40+41+42.

UC BERKELEY

B.A. Computer Science, College of Letters and Science

MATH 1A, 1B, 2+5

CS 11 (partial credit for Computer Science 61B at UCB) + CMPSCI 47B at UCB

To be competitive for admission, UCB's CS dept. advises prospective transfer students to take UC-transferable courses in (1) data structures, and (2) Java (preferred) or C++. A UC-transferable introductory course in electronics is also recommended (once at Berkeley, your electronics course will be evaluated).

Computer Science 61A, 61B, 61C are required courses at UCB. Students must take CS 61A and CS 61C during their first semester at UCB. The entire computer science 61 series is also offered during the UCB summer session. It is recommended that students take one of these courses during the summer session prior to transfer.

Complete either (1) IGETC or (2) College of Letters & Science requirements in Reading & Composition, Foreign Language, and Quantitative Reasoning by the end of the spring term preceding fall enrollment at UCB.

For more information, see www.eecs.berkeley.edu.

Computer Science Advising Office (510) 642-7214

UC DAVIS

B.S. Computer Science, College of Letters and Science

CS 10, 11, 12; MATH 1A, 1B, 1C, 4, 5

One of the following groups: CHEM 1A+1B or 4A+4B; BIO 2.1 + CHEM 1A+1B or 4A+4B; PHYS 40+41+42 + MATH 1C

See the Transfer Major Guide ENGINEERING UC DAVIS for the Computer Science major in the College of Engineering.

UCLA

B.S. Computer Science, School of Engineering and Applied Science

ENGL 1A + one of the following: ENGL 1B or 5; PHIL 5; SPCH 9

CS 10; CHEM 1A or 4A; MATH 1A, 1B, 1C, 2, 5; PHYS 40+41+42+43 (*complete the entire series*)

Additional courses that may be completed at SRJC: CS 11, 12; MATH 4

Admission is highly competitive. A minimum UC-transferable cumulative GPA of 3.30 is required for consideration.

Preparatory courses should be completed by the end of the spring term prior to fall enrollment. All courses must be taken for a letter grade.

Applicants are not required to complete the School of Engineering GE requirements for admission, although it is beneficial to complete one course from each of the following areas prior to transfer: arts, humanities, social sciences, and life sciences. While IGETC is not recognized, students may reference the IGETC course list to make course selections.

UC SAN DIEGO

B.A. or B.S. Computer Science, School of Engineering

B.A. or B.S. Degree: CS 12, 17.11; MATH 1A, 1B, 1C, 4, 5; PHYS 40+42 or CHEM 1A+1B or 4A+4B or BIO 2.1+2.2+2.3

B.S. Degree with the Bioinformatics Specialization: BIO 2.1+2.2+2.3; CHEM 1A+1B or 4A+4B; CHEM 12A+12B*;
CS 17.11; MATH 1A, 1B, 1C, 5; PHYS 40, 41, 42

* Where CHEM 12A+12B are accepted in lieu of upper division courses, upper division credit will not be awarded.

UC SANTA BARBARA

B.A. Computer Science, College of Letters and Science

B.S. Computer Science, College of Engineering

Required for both degrees: CS 10, 11; MATH 1A, 1B, 1C, 2+5, 4

B.A. add one of the following emphases:

Computational Biology: BIO 2.1+2.2+2.3; CHEM 1A+1B or 4A+4B

Computational Economics: ECON 1A, 1B; CHEM 1A+1B or 4A+4B or PHYS 40+41+42 or 20/20L+21/21L; PHIL 7

Computational Geography: GEOG 4, 7; METRO 10; CHEM 1A+1B or 4A+4B or PHYS 40+41+42 or 20/20L+21/21L; PHIL 7

B.S. add physics courses and science elective(s):

Physics: PHYS 40+41+42

Science electives: Select either PHYS 43 or 6 units from BIO 2.2, 2.3, CHEM 1A, 1B, GEOL 1/1L

Courses for these majors taken prior to admission must be completed with no less than a "C" grade. Please see www.assist.org for further information on which courses are required preparation and which are strongly recommended advanced preparation.

UC SANTA CRUZ

Admission is competitive. IGETC is NOT recommended. See www.assist.org for more information.

B.A. or B.S. Computer Science, School of Engineering

Foundation Courses: CS 10, 11; MATH 1A, 1B, 4

Requirements for graduation: CS 12; MATH 5

B.S. degree: add MATH 1C and either two Chemistry or two Physics courses from one of the following sequences:
CHEM 1A+1B or 4A+4B; PHYS 40+41+42 (Physics courses articulated as a series – consult UCSC major dept.)

B.S. Computer Game Design, School of Engineering

Foundation Courses: CS 10, 11; MATH 1A, 1B, 4

Requirements for graduation: CS 12; MATH 5; PHYS 40+41+42 (Physics articulated as series – consult major dept.)

Art & Social Foundations: PHIL 7 or 12; 3 courses from 3 different categories** in Art, Economics (ECON 1A or 1B), Film, Music, Theatre (Although requests have been submitted, articulation has not been established for Art, Film, Music, and Theatre.)

The School of Engineering recommends taking additional community college courses on film and digital media production topics, including but not limited to digital art (Photoshop, Illustrator, or equivalent), digital modeling (3D Studio Max, Maya, or equivalent), and digital film production (Final Cut Pro, Premiere, or equivalent). It is also recommended that transfer students take CMPS 101 (a prerequisite to many game engineering elective courses) at UCSC during the summer just prior to fall entry.

B.S. Technology and Information Management, School of Engineering

Foundation Courses: CS 10; ECON 1A, 1B; MATH 1A, 1B, 4

Lower Division Requirements for graduation: BAD 1; CS 11, 12; MATH 1C, 2+5, 15
