



MAJOR EVALUATION FORM  
**COMPUTER GAMING & ENTERTAINMENT TECHNOLOGY (BS)**

Name \_\_\_\_\_

eNumber \_\_\_\_\_

**Transfer students must complete at least half of the course credits required for this major at Elmhurst University.**

**Elmhurst University is in the process of converting from course credits to semester hours. Please note this will not change the relative value of each class, only the way it is transcribed. 1.0 course credit = 4 semester hours**

**A grade of C- or better is required for all major courses.**

EU Course #	EU Course Title	Transfer Institution	Transfer Course #	Course Credit	Grade
CS 220	Computer Science I				
CS 255	Computer Science II				
CS 318	Object-Oriented Programming in C++				
CS 320	Data Structures and Analysis of Algorithms				
CS 360	Computer Networks				
CS 418	Artificial Intelligence				
CGE 303	Computer Game Design				
CGE 355	Computer Animation and Simulation				
CGE 401	Three-Dimensional Computer Game Design				
CGE 460	Computer Graphics				
CGE 477	Computer Game & Entertainment Project Development				
MTH 151	Calculus I				
MTH 301	Discrete Mathematics				
CS/ MTH 302	Discrete Mathematics II: Structures and Algorithms				

Notes:

Evaluator \_\_\_\_\_

Date \_\_\_\_\_

Update(s) \_\_\_\_\_