

BACHELOR OF SCIENCE IN COMPUTER SCIENCE
CONCENTRATION: COMPUTER GAMES DEVELOPMENT

Total Credits Hours = 120 CR											
STUDENT NAME: اسم الطالب / الطالبة						STUDENT ID NUMBER: الرقم الجامعي					
GENERAL SKILLS COURSES (12 CR) (BSc: 12 CR) = Total 12 CR						CORE COURSES REQUIREMENTS (78 CR) (Core: 72 CR + 6 CRELECTIVE) = Total 78 CR					
COURSE CODE	COURSE TITLE	CR	AY / SEM	PRE-REQUISITE	SIT*	COURSE CODE	COURSE TITLE	CR	AY / SEM	PRE-REQUISITE	SIT*
ENGL112	English for Academic Purposes	3		IELTS ≥ 5.0 or Equivalent		COMP101	Programming I	4			
ART1104	Introduction to AI	3		N/A		COMP102	Programming II	4		COMP102	
ENTR101	Entrepreneurship in Technology	3		Completion of 3 CRs		ELDS103	Fundamentals of Electronics and Digital Systems	3			
EMIR101	Emirates Studies	3		N/A		MATH105	Discrete Mathematics	3			
						MATH106	Calculus	3			
SPECIALIZATION COURSES REQUIREMENTS (18 CR) (Specialization: 18 CR) = Total 18 CR						COMP201	Data Structure	3		COMP102	
GDEV201	Graphic Design & Illustration Art	3				COMP202	Computer Org and Assembly Language	3			
GDEV302	3D Design and Modelling	3				MATH205	Linear Algebra	3			
GDEV401	3D Animation and Visual Effects Production	3				COMP204	Design and Analysis of Algorithms	3		COMP201	
GDEV402	VR/AR Game Development	3				COMP205	Computer Networks	3			
GDEV503	Game Programming	3		GDEV302		COMP206	Embedded Systems	3		ELDS103	
GDEV501	Advanced Game Design	3		GDEV503		COMP207	Databases	3			
						MATH208	Probability & Statistics	3			
PRACTICAL EXPERIENCE & PROJECTS REQUIREMENTS (12 CR) (6 CR for Capstone Projects + 3 CR for CBT + 3 CR for WBT) = Total 12 CR						COMP301	Automata, Computability, and Complexity	3			
Campus-Based Training (CBT) (3 CR)						MATH310	Graph Theory	3			
FCBT101	Fundamentals of IT Support and Hardware CBT	1		NA		COMP303	Computer Architecture	3			
GDEV201	Professional Game Development I CBT	1		GDEV503		COMP402	Computational Geometry	3			
GDEV302	Professional Game Development II CBT	1		GCBT201		MATH401	Optimization Techniques	3			
Capstone Project (6 CR)						RESM406	Research Methods	1			
COMP403	Graduation Project I	1		INTN405		HCI404	Human Computer Interaction	3			
COMP503	Graduation Project II	2		COMP403		COMP502	Software Engineering	3			
COMP603	Graduation Project III	3		COMP503		COMP504	IoT	3		COMP206	
Internship (WBT) (3 CR)						CYBR501	Cyber Security	3			
CSCI405	Internship	3		Completion of 90 CH		COMP507	Operating Systems	3		COMP202	
						XXXXXXX	Program Core Elective 1**	3		SEETHEELECTIVEBASKET(1)	
						XXXXXXX	Program Core Elective 2**	3		SEETHEELECTIVEBASKET(1)	
Electives Baskets											
Core Electives Basket - (1) (BSc: 6 CR)											
ETHI302	Professional Ethics in Technology	3									
MANG501	Project Management	3									
COMP604	Cloud Computing	3									
COMP506	Quantum Computing	3									
COMP508	Blockchain Security	3									
COMP605	Mobile App Development	3									
COMP509	Computational Biology	3									
COMP601	Financial Computing	3									
COMP606	Social Network Analysis	3									
COMP607	Quantum Mechanics for Scientists and Engineers	3									
COMP608	Quantum Computing and Quantum Information Science	3									

SIT* (Course Situation):	☒	Pass
	☒	Fail
	R	Currently Registered
	S	Suggested to Register

NOTES:	
Electives**	To be utilized in taking free elective courses according to the following condition: دراسة المقرر والاختيار في الحروف وفقاً لشرط التالي
1	One course is freely selected from any of the undergraduate courses offered at UoK academic programs. يتم اختيار مقرر واحد بحرية من المقررات الجامعية المقدمة في جامعة خورفكان الأكاديمية.

Total Credits Hours: BSc: 120 CR		
Total Credits Hours	120	
Completed Credit Hours	0	
Remaining Credit Hours	0	
Expected Graduation: Semester / Academic Year	-----	-----

Advisor Name:

Advisor Signature:

Students Signature:

Date/Time: Tuesday, 25 November 2025 9:45 AM