

Suggested General Education Classes for CS, IT Game Dev and Data Science Programs

The following are some recommended classes for General Education for students in the Computer Science, Information Technology, Game Development and Data Science programs. Students are not required to take these classes; they are merely suggestions from the CS&IT faculty. Students may select classes of their interests for General Education. The recommendations are because they may be helpful in your professional career by developing soft skills, such as written and oral communication, more technology skills, or skills in potential application domains.

Keep in mind the listing of classes approved in General Education is dynamic. Before selecting a class for a General Education requirement, verify that it is currently approved for General Education.

Category A

A3 or A4	COM215	Small Group Communication
A4	COM105	Business and Professional Presentations
A4	POL140	Law and Society
A4	PRO232	Practical Leadership
A4	SCI240	The Writing Scientist
A4	SCI250	Scientific Storytelling
A4	WRI207	Writing for the Workplace

Category B

COM130	Interpersonal Communication
CRJ10	Introduction to Criminal Justice
PHI40	Introduction to Ethics
POL20	International Relations
POL115	Introduction to Public Administration
SOC10	Introduction to Sociology

Category C

C2 or C3	PHI140	Symbolic Logic
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Category D

ARH27	History of Animation, Game Art and Interactive Media
CDE10	Digital Foundations