

ACADEMIC ADVISING

Partnering with students to successfully navigate college

Location: Main Hall 208

Phone: 719.255.3260

Website: www.uccs.edu/advising

Connect With Your Advisor

Current UCCS Students

- Appointments: www.uccs.edu/advising/current-students

- Drop In Advising: Most Wednesdays, 1:00pm - 4:00pm

Prospective Students: www.uccs.edu/admissions/contact

GENERAL ACADEMIC INFORMATION

Minimum Minor Requirements

- 20 credit hours
- 9 upper-division credit hours (3000-4999 level)
- 2.0 Minor GPA
- Residency: Last 11 credit hours of the minor must be completed while registered at UCCS

NOTE: Speak with an academic advisor to declare a minor.

Student Responsibilities

Students are required to know and follow:

- All academic policies set forth by the University, College, and academic department in the UCCS Catalog: catalog.uccs.edu
- All course prerequisites designated by the University. Failure to meet course pre-requisites may result in an administrative drop of the course from a student's schedule: see degree audit for list of course prerequisites within academic minor.

MINOR REQUIREMENTS

Explore Computer Science: [Computer Science Home](#) | [College of Engineering and Applied Science \(uccs.edu\)](#)

Minor Requirements			
Computer Science Minor (20 hours)	Course/Area	Course Title	Credit Hours
All classes must be completed with a grade of C or better.	CS 1150	Principles of Computer Science	3
	CS 1450	Data Structures and Algorithms	3
	CS 2060	Programming with C	3
	CS 2080	Programming with UNIX	2
	Upper Division CS Electives	<i>Complete 9 hours of upper-division (3000 or 4000 level) CS courses.</i> NOTE: Students can use either CS 3020 or CS 3060 to fulfill part of this requirement, but not both.	9
Game Design majors can sub GDD 1200 for CS 1150, and GDD 2200 for CS 1450.		Total	20