#### **COMPUTER SCIENCE**

#### **CORE CURRICULUM REQUIREMENTS**

Area A: Essential Skills

A1: Two Courses

A2: MATH 1112 or MATH 1113 or higher (Recommended)

Area B: Critical Thinking & Communication

B1: One Course

B2: One to Two Courses

Area C: Humanities

C1: One Course C2: One Course

Area D: Natural Sciences, Mathematics & Technology

D1: Two Sciences & Two Labs
D2: MATH 1501 *or* higher

(Recommended)

Area E: Social Sciences

E1: One Course E2: One Course E3: One Course

E4: One Course

For more detailed information on Core Curriculum requirements related to this major, review the associated Core Curriculum overview sheet or DegreeWorks.

## AREA F: LOWER DIVISION MAJOR REQUIREMENTS (18 HOURS)

CSCI 1100: Applied Computing
CSCI 1301: Computer Science I
CSCI 1302: Computer Science II

**CSCI 2302:** Data Structures & Algorithms

**CSCI 2305:** Computer Organization & Architecture

MATH 2020: Discrete Mathematics

# UPPER DIVISION MAJOR REQUIREMENTS (24 HOURS)

CSCI 3300: Professional Development & Ethics

**CSCI 3305:** Operating Systems

CSCI 3306: Computer Networks & Security

**CSCI 3310:** Database Design & Implementation

CSCI 3320: Software Engineering Design

**CSCI 3333:** Programming Languages

**CSCI 4333** 

or 4334: Theory of Computation or

Algorithm Design

**CSCI 4320:** Software Engineering Practicum

OR

**CSCI 4360** 

or 4370: Computer Science Research or

Internship in Computer Science

#### **TECHNICAL WRITING (3 HOURS)**

ENGL 3900: Technical Writing

#### **FREE ELECTIVE (3-6 HOURS)**

This is an unofficial checklist for the 2018-2019 catalog year degree requirements and are subject to change. Students should refer to the academic catalog for specific requirements.

### MAJOR CONCENTRATION – SELECT ONE CONCENTRATION (15 HOURS)

Big Data Concentration (9 hours)

CSCI 4201: Adv. Topics in Database
CSCI 4202: Data & Visual Analytics
CSCI 4307: Artificial Intelligence

CSCI 4308: Adv. Topics in Parallel & Dist. Comp.

**MATH 3220** 

or 4350: Applied Statistics or Graph Theory

Cybersecurity Concentration (15 hours)

**CSCI 3601** 

or ITFN 3316: SW Security, Testing & Quality

Assurance

**CSCI 4317** 

or ITFN 4601: OS Security, Programming &

Administration

ITNW 4501: Network Planning & Design

ITNW 4502: Secure Networks & Comm. Protocol

**ITMM 4423:** Security for E-Commerce

Games Design and Programming Concentration

CSCI 3301: Game Design & Programming I
CSCI 4301: Game Design & Programming II

**CSCI 4304:** Computer Graphics **CSCI 4307:** Artificial Intelligence

**CSCI 4315** 

or 4601: HCl or Mobile SW Development

#### **SPECIAL NOTES**

- Take MATH 1501 in Area D2 and MATH 2020 for Area F
- Take 15 credit hours each semester
- Create a Pre-Advising Sheet before you attend an advising session

# Why become a Computer Science Major?

#### Bachelor of Computer Science

The Bachelor of Computer Science (BSCS) is a 120-credit program that immerses students in problem-solving experiences through algorithmic design and software development using computing and networking technologies.

BSCS program attracts students seeking to pursue a career in any field related to computing and networking technologies including but not limited to software development, cybersecurity, games design, development and data analytics.

#### **Minors and Concentrations**

Big Data | Cybersecurity | Game Design

#### **Industry Outlook**

Computer Science careers can be found in a number of organizations including government, business, education and healthcare.

The U.S. Department of Labor projected in a 2015 outlook report about computer and information technology occupations a growth of 12 percent in the industry that will add 488,500 new jobs between 2014 and 2024.

BSCS program attracts students seeking to pursue a career in any field related to computing and networking technologies including but not limited to software development, cybersecurity, games design and development, and data analytics.

#### **Career Opportunities**

- Computer Installation and Tech. Specialist
- Data Control Administrator
- Data Processing Manager
- Database Manager
- Game Developer
- Network Programmer
- Research Analyst
- Risk Analyst
- Robotics Programmer
- Satellite Communications Specialist
- Systems Analyst
- Technical Sales Representative
- Technical Support Representative
- Technical Writer

