Degree
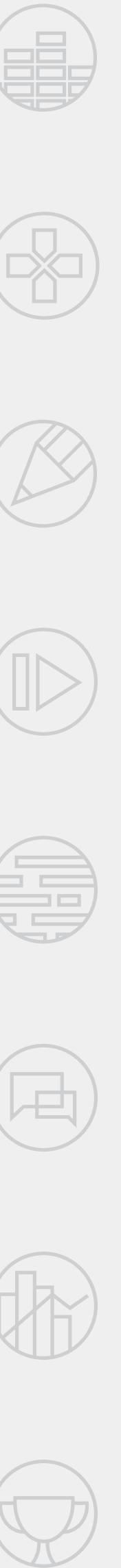# PROGRAMS

Computer Science
Undergraduate Degree Program - *Campus & Online*

OVERVIEW

The Computer Science curriculum familiarizes you with the complex and ever-changing world of today's software developers and software engineers. The goal of this curriculum is to educate you on the design, development, and implementation of software-based solutions and other software products for the business, entertainment, and consumer markets. To achieve this goal, the curriculum is designed to provide you with a comprehensive understanding of programming languages and skills, software-design skills, and various computer science methodologies. You will engage in application creation by participating in various computer science projects throughout the degree program that will equip you to understand the differences between small programming projects and large-enterprise software-systems projects. Through this hands-on curriculum, you will also be able to design and develop your own software project for emerging technologies. Furthermore, you will gain the critical-thinking and professional skills necessary for effective software development.

ASSOCIATE'S OBJECTIVE

In addition to a foundational understanding of programming skills, today's computer scientists require a breadth of knowledge and skills to compete in this dynamic industry. The goal of the Computer Science Associate of Science degree program is to develop your coding and production capabilities and prepare you for entry-level programming positions in this field, such as programmer, junior software developer, tool programmer, quality assurance tester, and a variety of others. Through project-based learning, you will be able to create your own coding and computer science projects and articulate and deliver these projects through appropriate communication strategies.

BACHELOR'S OBJECTIVE

In addition to a foundational understanding of programming skills, today's computer scientists require a breadth of knowledge and skills to compete in this dynamic industry. The goal of the Computer Science Bachelor of Science degree program is to develop your software design and production capabilities to prepare you for entry-level positions in this field, such as software engineer, software architect, computer applications engineer, UI developer, software quality engineer, and a variety of others. It is also a goal of the program to encourage lifelong learning and critical-thinking skills through threaded research, analysis, and professional development. Through project-based learning, you will be able to create your own software-application project and articulate and deliver this project through appropriate communication strategies and business models.

Campus
Chronological Course Schedule by Months

		MONTH	CODE	COURSES	CREDIT HOURS
Bachelor's Program	Associate's Program	1	GEN1011	Creative Presentation	3.0
			DEP1013	Psychology of Play	3.0
		2	TEM1001	Technology in the Entertainment and Media Industries	4.0
			MAD1100	Discrete Mathematics	4.0
		3	COP1000	Programming I	4.0
		4	COP2334	Programming II	4.0
		5	SDV3111	Systems Programming	4.0
			COSC111	Professional Development Seminar I: Computer Science*	1.0
		6	COS119	Project and Portfolio I: Computer Science	3.0
			ENC1101	English Composition I*	4.0
		7	SDV2213	Data Structures and Algorithms	4.0
			GEN242	Linear Algebra	4.0
		8	GDD258	Software Engineering	4.0
			SDV3012	Applied Human-Computer Interaction	3.0
		9	GEN262	Physics	4.0
			COS229	Project and Portfolio II: Computer Science	3.0
		10	COS239	Project and Portfolio III: Computer Science	3.0
			COSC222	Professional Development Seminar II: Computer Science*	1.0
		11	COD3412	Digital Logic	4.0
			GDD291	Operating Systems	3.0
		12	COD3511	Computer Organization and Architecture	3.0
			SDV4733	Software Test and Quality Assurance	4.0
		13	COD3622	Information and Database Systems	3.0
			SDV4116	Wearable Computing	3.0
		14	GEN3322	Probability	4.0
			COS349	Project and Portfolio IV: Computer Science	3.0
		15	COD3721	Computer Networks	3.0
			SIM3032	Data Visualization and Modeling	3.0
		16	SDV4102	Machine Intelligence Systems	4.0
			COS359	Project and Portfolio V: Computer Science	3.0
		17	SDV4327	Software Architecture	3.0
			HIS3320	Historical Archetypes and Mythology	4.0
		18	COS469	Project and Portfolio VI: Computer Science	3.0
		19	SDV4719	Software Integration	3.0
		20	COS479	Project and Portfolio VII: Computer Science	3.0
			COSC444	Career Readiness: Computer Science*	4.0

BACHELOR'S TOTAL CREDIT HOURS: **120**
BACHELOR'S TOTAL WEEKS: **80**
ASSOCIATE'S TOTAL CREDIT HOURS: **60**
ASSOCIATE'S TOTAL WEEKS: **40**

Online
Chronological Course Schedule by Months

		MONTH	CODE	COURSES	CREDIT HOURS
Bachelor's Program	Associate's Program	1	GEN1011	Creative Presentation	3.0
		2	DEP1013	Psychology of Play	3.0
		3	TEM1001	Technology in the Entertainment and Media Industries	4.0
		4	MAD1100	Discrete Mathematics	4.0
		5	COP1000	Programming I	4.0
		6	COP2334	Programming II	4.0
		7	SDV3111	Systems Programming	4.0
		8	COS119	Project and Portfolio I: Computer Science	3.0
		9	ENC1101	English Composition I	4.0
		10	SDV2213	Data Structures and Algorithms	4.0
		11	GEN242	Linear Algebra	4.0
		12	GDD258	Software Engineering	4.0
			COS1111	Professional Development Seminar I: Computer Science	1.0
		13	GEN262	Physics	4.0
		14	SDV3012	Applied Human-Computer Interaction	3.0
		15	COS229	Project and Portfolio II: Computer Science	3.0
		16	COS239	Project and Portfolio III: Computer Science	3.0
			COS2222	Professional Development Seminar II: Computer Science	1.0
		17	COD3412	Digital Logic	4.0
		18	COD3511	Computer Organization and Architecture	3.0
		19	GDD291	Operating Systems	3.0
		20	COD3622	Information and Database Systems	3.0
			SDV4116	Wearable Computing	3.0
		21	SDV4733	Software Test and Quality Assurance	4.0
		22	COS349	Project and Portfolio IV: Computer Science	3.0
			GEN3322	Probability	4.0
		23	COD3721	Computer Networks	3.0
			SIM3032	Data Visualization and Modeling	3.0
		24	SDV4102	Machine Intelligence Systems	4.0
		25	COS359	Project and Portfolio V: Computer Science	3.0
		26	SDV4327	Software Architecture	3.0
			HIS3320	Historical Archetypes and Mythology	4.0
		27	COS469	Project and Portfolio VI: Computer Science	3.0
		28	SDV4719	Software Integration	3.0
		29	COS479	Project and Portfolio VII: Computer Science	3.0
			COS4444	Career Readiness: Computer Science	4.0

BACHELOR'S TOTAL CREDIT HOURS: **120**
BACHELOR'S TOTAL WEEKS: **116**
ASSOCIATE'S TOTAL CREDIT HOURS: **60**
ASSOCIATE'S TOTAL WEEKS: **64**