



Computer Science, B.S. *major*

A total of 120 semester credits are needed for the **Computer Science B.S.** degree and include the following:

- Completion of a minimum of 40 upper division credits (level 3000/4000)
- Completion of all required major credits
- Completion of Core Curriculum credits (Minnesota Transfer Curriculum [MnTC] Goal Areas 1-10 with a minimum of 40 credits) required for all baccalaureate degrees
- Completion of BSU Focus and Nisidotaading Course Requirements

Dual Degrees

Students wishing to complete two degrees concurrently, (example: Bachelor of Science and Bachelor of Arts) must complete a minimum of an additional 30 credits above the required 120 credits.

Multiple Credentials

Any additional major, minor or certificate in a degree must have at least 6 credits of course work not used to meet the requirements of another major, minor or certificate in the degree.

Required Credits: 54

Required GPA: 2.25

I REQUIRED CORE COURSES

Complete the following courses:

- CSCI 1310 Computational Problem Solving & Society (3 credits)
- CSCI 2321 Computer Science I (4 credits)
- CSCI 2322 Computer Science II (4 credits)
- CSCI 3528 Data Structures and Algorithms (4 credits)
- CSCI 4390 Social, Ethical, and Professional Issues in Computing (3 credits)
or CS 4390
or BUSN 3520 Business Ethics (3 credits)
- COMM 1100 Public Speaking (3 credits)
or COMM 2100 Career and Professional Communication (3 credits)
- MATH 1170 College Algebra (3 credits)
or MATH 1470 Precalculus (3 credits)
or MATH 2471 Calculus I (5 credits)

II ELECTIVE COURSES

Choose 19 credits from the following courses:

(may include other CS course from the 3000 or 4000 level, excluding Internship and Teaching Associate)

- CSCI 3270 Web Programming (4 credits)
- CSCI 3350 Event-Driven Programming in a Windows Environment (3 credits)
or CS 3350
or BUSN 3382 Business Application Development (3 credits)
- CSCI 3370 Mobile Application Development (3 credits)
- CSCI 3380 Game Development (3 credits)
- CSCI 3507 Introduction to Databases (3 credits)
or CS 3507
or BUSN 4385 Data Modeling and Visualization (3 credits)
- CSCI 3752 Data Mining (3 credits)
- MATH 3720 Numerical Methods (3 credits)
- GEOG 3231 Introduction to Geographic Information Systems (3 credits)
- GEOG 3232 Intermediate Geographic Information Systems (3 credits)
- GEOG 4150 Applications of Machine Learning (3 credits)
- GEOG 4265 Spatial Analysis (3 credits)

III OTHER REQUIRED COURSES

Complete the following courses:

- MATH 2210 Discrete Mathematics (4 credits)
- MATH 3310 Linear Algebra (4 credits)
or STAT 2610 Applied Statistics (4 credits)
or STAT 3631 Probability and Statistics I (4 credits)

Select one of the following courses:

- ENGL 2150 Adaptive Technical Writing with AI (3 credits)
- ENGL 3150 Writing In The Disciplines (3 credits)
- ENGL 3155 Professional Writing (3 credits)

Program Learning Outcomes | Computer Science, B.S.

1. Problem solving: Students will demonstrate understanding of multiple problem solving techniques and how to apply them algorithmically.
2. Core areas: Students will demonstrate knowledge of core areas and how to apply them towards solving problems in computer science and other disciplines.
3. Communication: Students will communicate effectively with a wide range of audiences.
4. Productive in teams: Students will work productively in teams.
5. Broad knowledge of field: Students will demonstrate a broad knowledge of the field through the different electives offered.
6. Professional and ethical: Students will develop a basis for making professional and ethical decisions that pertain to the software they are developing.
7. Programming languages: Students will demonstrate proficiency in a programming language and ability to learn new ones on their own.

Suggested Semester Schedule | Computer Science, B.S.

The following schedule identifies only courses that apply to the Computer Science major. Students should expect to complete most core curriculum requirements in their first three years. To complete requirements for graduation in four years (8 semesters), a Computer Science major must take CS 1309 in one of the first two semesters.

Freshman

- CSCI 1310 Computational Problem Solving & Society (3 credits)
- CSCI 2321 Computer Science I (4 credits)
- #MATH 1170 College Algebra (3 credits)
- MATH 1470 Precalculus (3 credits)
or MATH 2471 Calculus I (5 credits)
- COMM 1100 Public Speaking (3 credits)

Sophomore

- CSCI 2322 Computer Science II (4 credits)
- CSCI 2810 Computer Organization and Assembly Language Programming (3 credits)
- MATH 2210 Discrete Mathematics (4 credits)
- MATH 3310 Linear Algebra (4 credits)
or STAT 2610 Applied Statistics (4 credits)
or STAT 3631 Probability and Statistics I (4 credits)

- +ENGL 2150 Adaptive Technical Writing with AI (3 credits)

Junior

- CSCI 3528 Data Structures and Algorithms (4 credits)
- Computer Science electives

Senior

- CSCI 4390 Social, Ethical, and Professional Issues in Computing (3 credits)
- Computer Science electives

Mathematics requirements for the Computer Science major begin with MATH 1470 Precalculus (3 credits), but some students will be initially placed into MATH 1170 College Algebra (3 credits).

+ May be any of the following courses: ENGL 2150, ENGL 3150, ENGL 3155.