BACHELOR OF SCIENCE IN COMPUTER SCIENCE - THREAD: DEVICES & PEOPLE

Code	Title	Credit Hours
Wellness Requirement		
APPH 1040	Scientific Foundations of Health	2
or APPH 10	The Science of Physical Activity and Health	
or APPH 10	Flourishing: Strategies for Well-being and Resilience	
Core IMPACTS		
Institutional Priority		
CS 1301	Introduction to Computing [1]	3
Mathematics and Quantitative Skills		
MATH 1552	Integral Calculus	4
Political Science and U.S. History		
HIST 2111	The United States to 1877	3
or HIST 2112	The United States since 1877	
or INTA 1200	American Government in Comparative Perspective	
or POL 1101	Government of the United States	
or PUBP 3000	American Constitutional Issues	
Arts, Humanities, and Ethics		
Any HUM		6
Communicating in Writing		
ENGL 1101	English Composition I	3
ENGL 1102	English Composition II	3
Technology, Mathematics, and Sciences		
Lab Science [2]		8
MATH 1551	Differential Calculus	2
MATH 1554	Linear Algebra [5]	4
or MATH 15	Linear Algebra with Abstract Vector Spaces	
Social Sciences		
Any SS [6]		9
Field of Study		
PHYS 2211	Principles of Physics I [2]	4
CS 1100	Freshman Leap Seminar	1
CS 1331	Introduction to Object Oriented Programming [1]	3
CS 1332	Data Structures and Algorithms for Applications [1]	3
CS 2050	Introduction to Discrete Mathematics for Computer Science [1]	3
or CS 2051	Honors - Induction to Discrete Mathematics for Computer Science	
MATH 2550	Introduction to Multivariable Calculus [5]	2
Major Requirements		
CS 2340	Objects and Design [1]	3
Select one for Professionalism/Ethics requirement: [1]		3
CS 3001	Computing, Society, and Professionalism	
CS 4001	Computing, Society, and Professionalism	
CS 4002	Robots and Society	
CS 4003	AI, Ethics, and Society	

Code	Title	Credit Hours
CS 4726	Privacy, Technology, Policy, and Law	
SLS 3110	Technology and Sustainable Community Development	
Junior Design Options (Capstone)		
Junior Design Option [1,4]		6
Concentration		
CS 2110	Computer Organization and Programming [1]	4
CS 2200	Computer Systems and Networks [1]	4
CS 3251	Computer Networking I [1]	3
ECE 2031	Digital Design Laboratory [1]	2
PSYC 2012	Introduction to Research Methods [1]	3
Select one of the following for Building Devices: [1]		4
CS 3651	Prototyping Intelligent Devices	
ECE 4180	Embedded Systems Design	
Select one of the following for Devices in the Real World: [1,3]		3
CS 3630	Introduction to Perception and Robotics	
CS 4261	Mobile Applications and Services for Converged Networks	
CS 4605	Mobile and Ubiquitous Computing	
CS 4476	Introduction to Computer Vision	
Select one of the following for Algorithm Fundamentals: [1]		3
CS 3240	Languages and Computation	
CS 3510	Design and Analysis of Algorithms	
CS 3511	Design and Analysis of Algorithms, Honors	
Select one of the following for Social/Behavioral Science for Computing: [1]		3
PSYC 2210	Social Psychology	
PSYC 2760	Human Language Processing	
PSYC 3040	Sensation and Perception	
CS 3750	Human Computer Interface Design and Evaluation [1]	3
or CS 3751	Introduction to User Interface Design	
Select two of the following for Human-Centered Technology: [1,3]		6
CS 3790	Introduction to Cognitive Science	
CS 4660	Introduction to Educational Technology	
CS 4460	Introduction to Information Visualization	
CS 4470	Introduction to User Interface Software	
CS 4605	Mobile and Ubiquitous Computing	
CS 4472	Design of Online Communities	
CS 4745	Information and Communication Technologies and Global Development	
Other Required Courses		
MATH 3012	Applied Combinatorics	3
Select one of the following:		3
MATH 3215	Introduction to Probability and Statistics	
MATH 3670	Probability and Statistics with Applications	
CEE 3770	Statistics and Applications	
ISYE 3770	Statistics and Applications	
or ISYE 2	Probability with Applications	
& ISYE 3(	and Basic Statistical Methods	
Free Electives		

Free Electives	7
Total Credit Hours	**126**

Pass-fail only allowed for Free Electives (max 6 credit hours)
and CS 1100.

[1]   Minimum grade of C required.

[2]   Two of three labs MUST be a sequence.

[3]   If CS 4605 is successfully completed, both requirements are fulfilled,
and three credits are added to Free Electives.

[4]   Junior Design Options are as follows (students must pick one option
and may not change):

- Option 1 - LMC 3432, LMC 3431, CS 3311,CS 3312.
- Option 2 - ECE VIP courses and LMC 3403.
- Option 3 - Satisfy Georgia Tech Research Option.
- Option 4 - CS 2701 (3 hours), CS 4699-I2P (3 hours), LMC 3403 (3 hours) = 9 hours OR CS 4699- I2P (6 hours), LMC 3403 (3 hours) = 9 hours.
- Option 5 - CS 4723 (3 hours), LMC 3403 (3 hours) = 6 hours

Six credits of the Junior Design option are used as Major Requirements
and the overage credits of research/VIP (5 credit hours/2 credit hours)
may be used as free electives. Students completing VIP for their
junior design requirement will be required to complete at least three
semesters of VIP. (VIP 1 + VIP 2 + VIP 3) (for a total of 5 credit hours) +
LMC 3403 = 8 hours of VIP credit.

Students using CREATE-X for junior design take at least 6 hours of
CREATE-X Start-ip Lab and Idea 2 Prototype (I2P) and 3 of the 6 hours
must be I2P. Students take these 6 hours with LMC 3403 (3 hours) for
a total of 9 hours. Extra three hours for CREATE-X option can be used
in free electives.

[5]   Two credit hours of MATH 1554 may count along with MATH 2550 to
give Field of Study 18 credit hours.

[6]   PSYC 1101 is highly encouraged as this course serves as a pre-requisite to
other required courses