

# BACHELOR OF SCIENCE IN COMPUTER SCIENCE - THREAD: INFORMATION INTERNETWORKS & MEDIA

Code	Title	Credit Hours
<b>Wellness</b>		
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	
<b>Core A - Essential Skills</b>		
ENGL 1101	English Composition I	3
ENGL 1102	English Composition II	3
MATH 1552	Integral Calculus	4
<b>Core B - Institutional Options</b>		
CS 1301	Introduction to Computing <sup>1</sup>	3
<b>Core C - Humanities</b>		
Any HUM		6
<b>Core D - Science, Math, &amp; Technology</b>		
PHYS 2211	Introductory Physics I <sup>2</sup>	4
Lab Science <sup>2</sup>		4
MATH 1551	Differential Calculus	2
MATH 1554	Linear Algebra <sup>4</sup>	4
	or MATH 1554 Linear Algebra with Abstract Vector Spaces	
<b>Core E - Social Sciences</b>		
Select one of the following:		3
HIST 2111	The United States to 1877	
HIST 2112	The United States since 1877	
INTA 1200	American Government in Comparative Perspective	
POL 1101	Government of the United States	
PUBP 3000	American Constitutional Issues	
Any SS		9
<b>Core F - Courses Related to Major</b>		
Lab Science <sup>2</sup>		4
CS 1100	Freshman Leap Seminar	1
CS 1331	Introduction to Object Oriented Programming <sup>1</sup>	3
CS 1332	Data Structures and Algorithms for Applications <sup>1</sup>	3
CS 2050	Introduction to Discrete Mathematics for Computer Science <sup>1</sup>	3
	or CS 2051 Honors - Induction to Discrete Mathematics for Computer Science	
MATH 2550	Introduction to Multivariable Calculus <sup>4</sup>	2
<b>Major Requirements</b>		
CS 2340	Objects and Design <sup>1</sup>	3
Select one for Professionalism/Ethics requirement: <sup>1</sup>		3
CS 3001	Computing, Society, and Professionalism	
CS 4001	Computing, Society, and Professionalism	

CS 4002	Robots and Society	
CS 4003	AI, Ethics, and Society	
CS 4726	Privacy, Technology, Policy, and Law	
SLS 3110	Technology and Sustainable Community Development	
<b>Junior Design Options (Capstone)</b>		
Junior Design Option <sup>1,3</sup>		6
<b>Concentration</b>		
CS 2110	Computer Organization and Programming <sup>1</sup>	4
CS 2200	Computer Systems and Networks <sup>1</sup>	4
CS 3451	Computer Graphics <sup>1</sup>	3
CS 3510	Design and Analysis of Algorithms <sup>1</sup>	3
	or CS 3511 Design and Analysis of Algorithms, Honors	
Select six credit hours of the following for Introduction to Information Management: <sup>1</sup>		6
CS 3251	Computer Networking I	
CS 4235	Introduction to Information Security	
CS 4400	Introduction to Database Systems	
Select one of the following for Advanced Information Management: <sup>1</sup>		3
CS 3251	Computer Networking I (if not taken for Introduction to Information Management)	
CS 4235	Introduction to Information Security (if not taken for Introduction to Information Management)	
CS 4237	Computer and Network Security	
CS 4251	Computer Networking II	
CS 4255	Introduction to Network Management	
CS 4261	Mobile Applications and Services for Converged Networks	
CS 4270	Data Communications Laboratory	
CS 4365	Introduction to Enterprise Computing	
CS 4400	Introduction to Database Systems (if not taken for Introduction for Information Management)	
CS 4420	Database System Implementation	
CS 4440	Emerging Database Technologies and Applications	
CS 4675	Internet Computing Systems, Services and Applications	
Select six credit hours of the following for Media Technologies: <sup>1</sup>		6
CS 4455	Video Game Design and Programming	
CS 4460	Introduction to Information Visualization	
CS 4464	Computational Journalism	
CS 4475	Computational Photography	
CS 4480	Digital Video Special Effects	
CS 4496	Computer Animation	
CS 4497	Computational Aesthetics	
CS 4590	Principles and Applications of Computer Audio	
<b>Other Required Courses</b>		
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 2027	Probability with Applications
	& ISYE 2028	Basic Statistical Methods
<b>Free Electives</b>		
Free Electives		16
<b>Total Credit Hours</b>		<b>126</b>

Pass-fail only allowed for Free Electives (max six credit hours), CS 1100, and CS 1171 (if required).

<sup>1</sup> Minimum grade of C required.

<sup>2</sup> Two of three labs MUST be a sequence.

<sup>3</sup> 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 (option 4) for junior design take at least 6 hours of CREATE-X Start-up 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.

<sup>4</sup> Two credit hours of MATH 1554 may count along with MATH 2550 to give Area F 18 credit hours.