

Program Modification

Program modifications must be submitted by October 15, 2010, and finalized by the end of the fall semester for catalog production.
Enter data in **YELLOWED** areas.

Date (Change date if modified and update the file name with the new date): 9/12/11 REV 9/26/11

Program Area: COMPUTER SCIENCE

Semester /Year First affected: FALL 2012

Instructions: Please use this Program Modification form for changes to existing program requirements, units, outcomes, emphases or options, or for other programmatic concerns. For minor changes (faculty or address changes, additions of approved electives, minor editing for clarity, and other minor updates) use the Program Update form, available at the Curriculum website.

Paste the latest approved version of your entire program in the left AND right boxes below. Make your deletions in the LEFT column by using the strikeout feature in Word or underlining, **and highlight**. Insert new language or other changes to the program on the RIGHT and highlight in **YELLOW** for easy identification. If possible, please align the two columns so that changes appear side-by-side with the original text.

CURRENTLY APPROVED PROGRAM

COMPUTER SCIENCE

Programs Offered

- Bachelor of Science in Computer Science
- Minor in Computer Science
- Minor in Computer Game Design & Development (see Computer Game Design and Development)
- Minor in Robotics Engineering
- Master of Science in Computer Science
- Bachelor of Science in Information Technology (see Information Technology)

The Computer Science degree offers the latest cutting edge education for various industrial and applied fields. Students are given a strong background in computer hardware and software, as well as a substantial amount of "hands-on" experience. The program stresses interdisciplinary applications in other sciences and business

PROPOSED PROGRAM

COMPUTER SCIENCE

Programs Offered

- Bachelor of Science in Computer Science
- Minor in Computer Science
- Minor in Computer Game Design & Development (see Computer Game Design and Development)
- Minor in Robotics Engineering
- Master of Science in Computer Science
- Bachelor of Science in Information Technology (see Information Technology)

The Computer Science degree offers the latest cutting edge education for various industrial and applied fields. Students are given a strong background in computer hardware and software, as well as a substantial amount of "hands-on" experience. The program stresses interdisciplinary applications in other sciences and business

and prepares students for graduate studies.

Careers

The program prepares students for careers in high-tech, computer and Internet-driven industries, where interdisciplinary, dynamic and innovative professionals trained in the latest technologies are increasingly sought.

Program Learning Outcomes

Students graduating from the Computer Science program will be able to:

- Demonstrate critical thinking and problem solving skills by identifying, evaluating, analyzing and presenting fundamental software solutions and their applications;
- Demonstrate the knowledge of current computing practices and broad technology use in industry and society, including a working knowledge of software development techniques;
- Be cognizant of emerging new technologies and industrial practices connected to the computer industry;
- Demonstrate communication, research and cooperation skills by working effectively with others in interdisciplinary group settings - both inside and outside the classroom; and
- Demonstrate a sense of exploration that enables them to pursue rewarding careers in high-tech and bio-tech industries with life-learning.

Faculty

William J. Wolfe, Ph.D.

Professor of Computer Science
Bell Tower West, Room 2225
(805) 437-8985
william.wolfe@csuci.edu

Peter Smith, Ph.D.

Professor of Computer Science
Interim Chair, Computer Science Program
Academic Advisor
Bell Tower West, Room 2265
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peter.smith@csuci.edu

Andrzej A. J. Bieszczad, Ph.D.

Associate Professor of Computer Science
Director of the Masters Program

and prepares students for graduate studies.

Careers

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Andrzej A. J. Bieszczad, Ph.D.

Associate Professor of Computer Science
Director of the Masters Program

Bell Tower West, Room 2285
(805) 437-2773
aj.bieszczad@csuci.edu

Contact Information
<http://compsci.csuci.edu>

Bachelor of Science in Computer Science - (123 units)

Special Grade Requirement

A grade of C- or better is required in all pre-requisite courses in the major

Lower Division Required Major Courses	42	
Upper Division Required Major Courses	29	
Upper Division Elective Major Courses.....	12	
Elective Courses.....		6
General Education.....	28	
American Institutions Requirement	6	
TOTAL	123 units	

Note: General Education Included in Major Requirements 14

Lower Division Requirements - 42 units

COMP 150	Object-Oriented Programming, GE B4..4	
COMP 151	Data Structures and Program Design ...4	
COMP 162	Computer Architecture and Assembly Language	3
COMP 232	Programming Languages	3
COMP 262	Computer Organization and Architecture	3
MATH 150	Calculus I, GE B3.....	4
MATH 151	Calculus II.....	4
MATH 230	Logic and Mathematical Reasoning, GE A3, B3	3
MATH 240	Linear Algebra.....	3

Science

Choose either:

- a. Physics 200 General Physics I (4), Physics 201 General
Physics II (4) and a course from GE section B2 (3).
or
b. Physics 200 General Physics I (4), Biology 200 Principles

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COMP 232	Programming Languages	3
COMP 262	Computer Organization and Architecture	3
MATH 150	Calculus I, GE B3.....	4
MATH 151	Calculus II.....	4
MATH 230	Logic and Mathematical Reasoning, GE A3, B3	3
MATH 240	Linear Algebra.....	3

Science

Choose either:

- a. Physics 200 General Physics I (4), Physics 201 General
Physics II (4) and a course from GE section B2 (3).
or
b. Physics 200 General Physics I (4), Biology 200 Principles

of Organismal and Population Biology (4), Biology 212
Neurobiology and Cognitive Science (3) GE B1 and B2

Upper Division Requirements - 41 units

Major Requirements - 29 units

COMP 350	Introduction to Software Engineering	3
COMP 362	Operating Systems	4
COMP 447	Societal Issues in Computing, GE B4, D, INTD.....	3
COMP 454	Automata, Languages and Computation....	3
COMP 491	Capstone Preparation	1
COMP 499	Capstone Project.....	3
MATH 300	Discrete Mathematics	3
MATH 352	Probability and Statistics	3
MATH 354	Analysis of Algorithms.....	3

Choose three units from the following:

COMP 420	Database Theory and Design.....	3
COMP 464	Computer Graphic Systems and Design I	3

Electives - 12 units

Choose 12 Elective units from:

COMP 345	Digital Image Processing,	3	
	(MATH/PHYS) GE B1, B4, INTD		
COMP 351	Distributed Computing	3	
COMP 420	Database Theory and Design.....	3	
COMP 421	Unix for Programmers.....	3	
COMP 424	Computer System Security	3	
COMP 425	Computer Game Programming	3	
COMP 429	Computer Networks	3	
COMP 445	Image Analysis & Pattern Recognition, (MATH/PHYS), GE B1, B4, INTD.....	3	
COMP 451	Advanced Object Oriented Programming	3	
COMP 452	Computational Bioinformatics (MATH) ..	4	
COMP 462	Embedded Systems.....	3	
COMP 464	Computer Graphic Systems and Design I	3	3
COMP 469	Artificial Intelligence/Neural Nets	3	
COMP 490	Topics in Computer Science.....	3	
COMP 492	Internship.....	1-3	
COMP 494	Independent Research.....	1-3	

of Organismal and Population Biology (4), Biology 212
Neurobiology and Cognitive Science (3) GE B1 and B2

Upper Division Requirements - 41 units

Major Requirements - 29 units

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COMP 362	Operating Systems	4
COMP 447	Societal Issues in Computing, GE B4, D, INTD	3
COMP 454	Automata, Languages and Computation....	3
COMP 491	Capstone Preparation	1
COMP 499	Capstone Project	3
MATH 300	Discrete Mathematics	3
MATH 352	Probability and Statistics.....	3
MATH 354	Analysis of Algorithms.....	3

Choose three units from the following:

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Choose 12 Elective units from:

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	(MATH/PHYS) GE B1, B4, INTD		
COMP 351	Distributed Computing	3	
COMP 420	Database Theory and Design.....	3	
COMP 421	Unix for Programmers.....	3	
COMP 424	Computer System Security	3	
COMP 425	Computer Game Programming	3	
COMP 429	Computer Networks	3	
COMP 445	Image Analysis & Pattern Recognition, (MATH/PHYS), GE B1, B4, INTD	3	
COMP 451	Advanced Object Oriented Programming	3	
COMP 452	Computational Bioinformatics (MATH) ..	4	
COMP 462	Embedded Systems	3	
COMP 464	Computer Graphic Systems and Design I	3	3
COMP 469	Artificial Intelligence/Neural Nets	3	
COMP 490	Topics in Computer Science.....	3	
COMP 492	Internship.....	1-3	
COMP 494	Independent Research	1-3	

COMP 497	Directed Studies	3
ENGL 482	Technical Writing.....	3
MATH 429	Operations Research	3
MATH 448	Scientific Computing, GE B3, B4, INTD 3	

COMP 497	Directed Studies	3
ENGL 482	Technical Writing.....	3
IT 380	Web programming.....	3
IT 400	eCommerce.....	3
IT 402	Advanced Web Programming.....	3
MATH 429	Operations Research	3
MATH 448	Scientific Computing, GE B3, B4, INTD 3	

Proposed Course of Study

Freshman Year - 31 units

COMP 150	Object-Oriented Programming, GE B4..	4
COMP 151	Data Structures and Program Design ...	4
COMP 162	Computer Architecture and Assembly Language	3
ENGL 105*	Composition and Rhetoric, GE A2.....	3
MATH 150	Calculus I, GE B3.....	4
MATH 151	Calculus II.....	4
MATH 230	Logic and Mathematical Reasoning, GE A3, B3	3
	GE Section A or C.....	3

* or ENGL 102 and 1036

Sophomore Year - 23-24 units

COMP 232	Programming Languages	3
COMP 262	Computer Organization & Architecture..	3
MATH 240	Linear Algebra.....	3
MATH 300	Discrete Mathematics	3

Science

Choose either:

a. Physics 200 General Physics I (4), Physics 201 General Physics II (4) and a course from GE section B2.

or

b. Physics 200 General Physics I (4), Biology 200 Principles of Organismal and Population Biology (4), Biology 212 Neurobiology and Cognitive Science (3) GE B1 and B2

Junior Year - 19 units + GE

COMP 350	Introduction to Software Engineering	3
COMP 362	Operating Systems.....	4
COMP 421	Unix for Programmers.....	3
COMP 454	Automata, Languages, & Computation .3	

Proposed Course of Study

Freshman Year - 31 units

COMP 150	Object-Oriented Programming, GE B4 .4	
COMP 151	Data Structures and Program Design ...	4
COMP 162	Computer Architecture and Assembly Language	3
ENGL 105*	Composition and Rhetoric, GE A2	3
MATH 150	Calculus I, GE B3.....	4
MATH 151	Calculus II.....	4
MATH 230	Logic and Mathematical Reasoning, GE A3, B3	3
	GE Section A or C.....	3

* or ENGL 102 and 1036

Sophomore Year - 23-24 units

COMP 232	Programming Languages	3
COMP 262	Computer Organization & Architecture .3	
MATH 240	Linear Algebra.....	3
MATH 300	Discrete Mathematics	3

Science

Choose either:

b. Physics 200 General Physics I (4), Physics 201 General Physics II (4) and a course from GE section B2.

or

b. Physics 200 General Physics I (4), Biology 200 Principles of Organismal and Population Biology (4), Biology 212 Neurobiology and Cognitive Science (3) GE B1 and B2

Junior Year - 19 units + GE

COMP 350	Introduction to Software Engineering	3
COMP 362	Operating Systems	4
COMP 421	Unix for Programmers.....	3
COMP 454	Automata, Languages, & Computation .3	

MATH	352	Probability and Statistics	3
MATH	354	Analysis of Algorithms	3

Senior Year - 19 units + GE

COMP	420	Database Theory and Design.....	3
COMP	424	Computer System Security	3
COMP	429	Computer Networks	3
COMP	447	Societal Issues in Computing, GE B4, D, INTD.....	3
COMP	469	Artificial Intelligence/Neural Nets	3
COMP	491	Capstone Preparation	1
COMP	499	Capstone Project.....	3

General Education Courses Included in Major Requirements - 14 units

COMP	150	Object-Oriented Programming, GE B4	4
COMP	447	Societal Issues in Computing Sciences, GE B4, D	3
MATH	150	Calculus I, GE B3.....	4
MATH	230	Logic and Mathematical Reasoning, GE A3, B3	3

**Minor in Computer Science
(20-23 units)**

The Computer Science minor teaches the fundamentals of computer systems and programming. This minor includes the fundamentals of computer programming, including design, implementation, and testing of object-oriented programs. It also teaches the basic architecture of the computer hardware, including the fundamental components of a computer system and the logical reasoning that it is based upon. Since these computer skills are extremely useful in most other disciplines, enhancing the students knowledge of technology no matter which major they have chosen.

Careers

Computer Programmer; Computer Systems Analyst; Any career that requires a basic knowledge of computer systems and programming

MATH	352	Probability and Statistics.....	3
MATH	354	Analysis of Algorithms	3

Senior Year - 19 units + GE

COMP	420	Database Theory and Design.....	3
COMP	424	Computer System Security.....	3
COMP	429	Computer Networks	3
COMP	447	Societal Issues in Computing, GE B4, D, INTD	3
COMP	469	Artificial Intelligence/Neural Nets	3
COMP	491	Capstone Preparation	1
COMP	499	Capstone Project	3

General Education Courses Included in Major Requirements - 14 units

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COMP	447	Societal Issues in Computing Sciences, GE B4, D	3
MATH	150	Calculus I, GE B3.....	4
MATH	230	Logic and Mathematical Reasoning, GE A3, B3	3

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The Computer Science minor teaches the fundamentals of computer systems and programming. This minor includes the fundamentals of computer programming, including design, implementation, and testing of object-oriented programs. It also teaches the basic architecture of the computer hardware, including the fundamental components of a computer system and the logical reasoning that it is based upon. Since these computer skills are extremely useful in most other disciplines, enhancing the students knowledge of technology no matter which major they have chosen.

Careers

Computer Programmer; Computer Systems Analyst; Any career that requires a basic knowledge of computer systems and programming

Requirements 20-23 units

Lower Division Requirements

11-14 units

COMP 105 Computer Programming Introduction3

**This course is waived for students with equivalent programming experience*

COMP 150 Object Oriented Programming4

COMP 151 Data Structures and Program Design ...4

COMP 162 Computer Architecture and Assembly...3

Upper Division Requirements - 9 units

Three upper-division courses from the CS program approved by the advisor.

Minor in Robotics Engineering
(23 units)

After completing the courses in the minor, students will be able to explain the interaction between hardware and software. They will be able to describe the role of an operating system in managing the resources of a computer. On the hardware side they will be able to build, test and use analog and digital circuits. They will be able to demonstrate the role of electronics in data acquisition, metrology and control of devices. On the software side they will be able to design, implement and test algorithms in both C and a representative assembly language. They will **build one or more robotics systems**, directly experiencing the challenges and solutions such an implementation requires.

Requirements 23 units

Required Courses (17 units)

COMP 162 Computer Architecture and Assembly ...3

COMP 362 Operating Systems4

PHYS 310 Electronics3

Requirements 20-23 units

Lower Division Requirements

11-14 units

COMP 105 Computer Programming Introduction3

**This course is waived for students with equivalent programming experience*

COMP 150 Object Oriented Programming4

COMP 151 Data Structures and Program Design ...4

COMP 162 Computer Architecture and Assembly...3

Upper Division Requirements - 9 units

Three upper-division courses from the CS program approved by the advisor.

Minor in Robotics Engineering
(23 units)

After completing the courses in the minor, students will be able to explain the interaction between hardware and software. They will be able to describe the role of an operating system in managing the resources of a computer. On the hardware side they will be able to build, test and use analog and digital circuits. They will be able to demonstrate the role of electronics in data acquisition, metrology and control of devices. On the software side they will be able to design, implement and test algorithms in both C and a representative assembly language. They will **build one or more robotics systems**, directly experiencing the challenges and solutions such an implementation requires.

Requirements 23 units

Required Courses (17 units)

COMP 162 Computer Architecture and Assembly ...3

COMP 362 Operating Systems4

PHYS 310 Electronics3

COMP 462	Embedded Systems	3
COMP 491	Capstone Preparation	1
COMP 499	Capstone	3

COMP 462	Embedded Systems	3
COMP 491	Capstone Preparation	1
COMP 499	Capstone	3

Elective Courses (6 units)

Choose two courses from

MATH 437	Mathematics for Games, Simulations and Robotics GE B3, INTD	3
COMP 445	Image Analysis & Pattern Recognition, (MATH/PHYS), GE B1, B4, INTD.....	3
COMP 469	Artificial Intelligence and Neural Nets	3

Master of Science in Computer Science

(Offered through CI Extended University Program)

The MS in Computer Science prepares students for advanced careers in high-tech, computer-driven industries, including applications to business, aerospace, education, military, and government where interdisciplinary, dynamic and innovative professionals trained in latest technologies are increasingly sought. Students develop a strong background in computer theory, software and hardware, as well as skills to conduct applied research. The program stresses interdisciplinary applications while preparing students for a wide range of industry, academic, and research positions.

Admission

Students seeking admission are expected to have an undergraduate degree in Computer Science. Applicants will be evaluated according to the program guidelines which will consider the applicants in the context of the total applicant pool using our general admission standards, including all academic work, GPA, standardized test scores (such as GRE), personal statement of purpose, reference letters, relevant work experience, and other factors that may have a bearing on the individual's potential for success.

Candidates with undergraduate degrees from other disciplines will be considered on a case-by-case basis and may be provisionally accepted. The conditions will usually

Elective Courses (6 units)

Choose two courses from

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Candidates with undergraduate degrees from other disciplines will be considered on a case-by-case basis and may be provisionally accepted. The conditions will usually

include a selection of foundation Computer Science and Math courses as determined by the admission committee.
 The current guidelines and admission procedures are described in detail on the program Web pages at <http://compsci.csuci.edu>.

Graduation

To obtain the degree, the student must complete each course with a minimum grade of B, and successfully defend a thesis before an examination committee.
 NOTE: Any remedial courses are in addition to the following graduation requirements.

Required Coursework - 32 units

Graduate Seminar	2
Master Thesis	6
Electives	24

Required Courses - 8 units

COMP 599	Graduate Seminar	1
COMP 597	Master Thesis	1-3

Electives - 24 units

COMP 510	Advanced Image Analysis Techniques (PHYS)	3
COMP 520	Advanced Database Systems	3
COMP 524	Security	3
COMP 529	Network Computing	3
COMP 546	Pattern Recognition (PHYS)	3
COMP 549	Human-Computer Interaction	3
COMP 550	Advanced Software Engineering	3
COMP 554	Algorithms (MATH)	3
COMP 566	Geometry and Computer Graphics	3
COMP 569	Artificial Intelligence	3
COMP 571	Biologically Inspired Computing	3
COMP 572	Neural Networks	3
COMP 575	Multi-agent Systems	3
COMP 578	Data Mining	3
COMP 581	Mathematical Methods in Artificial Intelligence (MATH)	3
COMP 590	Special Topics in Computer Science	3

To accommodate the need to acquire multidisciplinary experience and knowledge beneficial to their research, MSCS students may take up to 6 units of any other course upon obtaining authorization from the MSCS program director in

include a selection of foundation Computer Science and Math courses as determined by the admission committee.
 The current guidelines and admission procedures are described in detail on the program Web pages at <http://compsci.csuci.edu>.

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COMP 578	Data Mining	3
COMP 581	Mathematical Methods in Artificial Intelligence (MATH)	3
COMP 590	Special Topics in Computer Science	3

To accommodate the need to acquire multidisciplinary experience and knowledge beneficial to their research, MSCS students may take up to 6 units of any other course upon obtaining authorization from the MSCS program director in

<p>consultation with the Master Thesis advisor.</p> <p>Graduate students may also get credit for taking 400-level courses under some exceptional circumstances. Permission to take such a course has to be granted by the program director in consultation with the Master Thesis advisor and the course instructor prior to enrolling into the course. No more than 9 units can be credited in this way.</p> <p>Graduate Writing Assessment Requirement Writing proficiency prior to the awarding of the degree is demonstrated by successful completion of COMP 597 Masters Thesis with a grade of B or higher.</p> <p>Continuous Registration Requirement A student, who is not on an Academic Leave of Absence, must register every semester until graduating. If all other course requirements have been satisfied, a student should register in one unit of COMP 597 to satisfy the requirement.</p>	<p>consultation with the Master Thesis advisor.</p> <p>Graduate students may also get credit for taking 400-level courses under some exceptional circumstances. Permission to take such a course has to be granted by the program director in consultation with the Master Thesis advisor and the course instructor prior to enrolling into the course. No more than 9 units can be credited in this way.</p> <p>Graduate Writing Assessment Requirement Writing proficiency prior to the awarding of the degree is demonstrated by successful completion of COMP 597 Masters Thesis with a grade of B or higher.</p> <p>Continuous Registration Requirement A student, who is not on an Academic Leave of Absence, must register every semester until graduating. If all other course requirements have been satisfied, a student should register in one unit of COMP 597 to satisfy the requirement.</p>

SUMMARY OF CHANGES

Adding additional electives to the course modification already approved for Fall 2012.

JUSTIFICATION

Course modifications in the BSIT make them appropriate electives for the BSCS

Peter Smith _____ 9/26/11
 Proposer of Program Modification Date

Program: COMPUTER SCIENCE

Program Chair		
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Signature

Date

Curriculum Chair		
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Signature

Date

Dean of Faculty		
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Signature

Date