

COMPUTER SCIENCE (HUMAN COMPUTER INTERACTION) - BACHELOR OF SCIENCE

The Bachelor of Science in Computer Science is the traditional undergraduate degree in Computer Science. It is rigorously focused on educating the student in the fundamental disciplines of Computer Science. It prepares the student for any technological field in industry, and also provides the preparation for graduate studies in Computer Science. It is the main undergraduate degree in the Computer Science department, and should be the choice of a single-major Computer Science student. This degree is accredited by the ABET Computing Accreditation Commission (CAC) under the General and Computer Science Program Criteria.

General Requirements Exception

A grade of at least C- must be earned in each of the courses taken to satisfy the departmental and non-departmental requirements. No course may be counted as satisfying both a departmental and a non-departmental requirement. No course taken to satisfy either a departmental or a non-departmental requirement may be taken S/U.

Requirements

Students who plan to seek employment at the bachelor level are advised to take one of the concentration area curricula in addition to the general and departmental requirements. An elective course cannot be used for more than two focuses. A course that is required for one concentration cannot be used as an elective course of another one.

Students must complete all University degree requirements, which include: General Education requirements, Viewing a Wider World requirements, and elective credits to total at least 120 credits with 48 credits in courses numbered 300/3000 or above. Developmental coursework will not count towards the degree requirements and/or elective credits, but may be needed in order to take the necessary English and Mathematics coursework.

Prefix	Title	Credits
General Education Requirement		
<i>Area I: Communications</i> ¹		
<i>English Composition - Level 1</i> ²		4
<i>English Composition - Level 2</i>		
ENGL 2210G	Professional and Technical Communication	3
or ENGL 2210H	Professional and Technical Communication	
or ENGL 2210M	Professional and Technical Communication for Multilingual Students	
<i>Oral Communication</i>		
Choose one from the following:		3
COMM 1115G	Introduction to Communication	
COMM 1130G	Public Speaking	
HNRS 2175G	Introduction to Communication Honors	
<i>Area II: Mathematics</i>		
MATH 1511G	Calculus and Analytic Geometry I ³	4
or MATH 1511H	Calculus and Analytic Geometry I Honors	
<i>Area III/IV: Laboratory Sciences and Social/Behavioral Sciences</i>		11
<i>Area III: Laboratory Sciences</i>		
Choose two different courses from the following:		

ASTR 1115G	Introduction to Astronomy Lecture & Laboratory	
BIOL 2610G & BIOL 2610L	Principles of Biology: Biodiversity, Ecology, and Evolution and Principles of Biology: Biodiversity, Ecology, and Evolution Laboratory	
BIOL 2110G & BIOL 2110L	Principles of Biology: Cellular and Molecular Biology and Principles of Biology: Cellular and Molecular Biology Laboratory	
CHEM 1215G	General Chemistry I Lecture and Laboratory for STEM Majors	
CHEM 1225G	General Chemistry II Lecture and Laboratory for STEM Majors	
GEOG 1110G	Physical Geography	
GEOL 1110G	Physical Geology	
HNRS 2116G	Earth, Time and Life	
PHYS 1230G & PHYS 1230L	Algebra-Based Physics I and Algebra-Based Physics I Lab	
PHYS 1240G & PHYS 1240L	Algebra-Based Physics II and Algebra-Based Physics II Lab	
PHYS 1310G & PHYS 1310L	Calculus -Based Physics I and Calculus -Based Physics I Lab	
PHYS 1320G & PHYS 1320L	Calculus -Based Physics II and Calculus -Based Physics II Lab	
Area IV: Social/Behavioral Sciences (3 credits) ²		
<i>Area V: Humanities</i> ²		3
<i>Area VI: Creative and Fine Arts</i> ²		3
<i>General Education Elective</i>		
MATH 1521G	Calculus and Analytic Geometry II ³	4
or MATH 1521H	Calculus and Analytic Geometry II Honors	
Viewing a Wider World ⁴		6
Departmental/College Requirements		
CSCI 1720	Computer Science I	4
CSCI 2210	Object-Oriented Programming	4
CSCI 2220	Introduction to Data Structures and Algorithms	4
CSCI 2230	Assembly Language and Machine Organization	4
CSCI 2310	Discrete Mathematics for Computer Science	4
CSCI 3730	Compilers and Automata Theory	4
CSCI 3710	Software Development	4
CSCI 3720	Data Structures and Algorithms	4
CSCI 4110	Computing Ethics and Social Implications of Computing	1
CSCI 4980 or CSCI 4999	Senior Project or Senior Thesis	4
CSCI 4105	Programming Language Structure I	3
CSCI 4140	Database Management Systems I	3
CSCI 4120	Operating Systems I	3
Select 6 credits from the following: ⁵		6
CSCI 4225	Introduction to Cryptography	
CSCI 4270	Principles of Virtual Reality	
CSCI 4265	Modern Web Technologies	
CSCI 4425	Introduction to Deep Learning	
CSCI 4430	Graph Data Mining	
CSCI 4425	Introduction to Deep Learning	
CSCI 4230	Architectural Concepts I	
CSCI 4405	Artificial Intelligence I	
CSCI 4410	Computer Graphics I	
CSCI 4255	Digital Game Design	

CSCI 4205	Computer Security
CSCI 4996	Special Topics ⁶
CSCI 4130	Linux System Administration
CSCI 4260	Visual Programming
CSCI 4245	Computer Networks I
CSCI 4250	Human-Centered Computing
CSCI 4305	Bioinformatics
CSCI 4420	Applied Machine Learning I
CSCI 4415	Introduction to Data Mining
CSCI 4310	Bioinformatics Programming
CSCI 4215	Parallel Programming
CSCI 4220	Cloud and Edge Computing

Non-Departmental Requirements (in addition to Gen.Ed/VWW)

MATH 2415	Introduction to Linear Algebra	3
or MATH 4230	Applied Linear Algebra	

Select one from the following: 3

MATH 3110	Introduction to Modern Algebra	3
MATH 3120	Introduction to Analysis	
MATH 3140	Introduction to Numerical Methods	
MATH 3160	Introduction to Ordinary Differential Equations	
MATH 4320	Logic and Set Theory	
MATH 4330	Elementary Number Theory	

Select one from the following: 3

A ST 311	Statistical Applications	
STAT 3110	Statistics for Engineers and Scientists	
STAT 4210	Probability: Theory and Applications	

Lab Science CoursesSelect one from the following: ⁵ 4

BIOL 2610G	Principles of Biology: Biodiversity, Ecology, and Evolution	
& BIOL 2610L	and Principles of Biology: Biodiversity, Ecology, and Evolution Laboratory	
BIOL 2110G	Principles of Biology: Cellular and Molecular Biology	
& BIOL 2110L	and Principles of Biology: Cellular and Molecular Biology Laboratory	
CHEM 1215G	General Chemistry I Lecture and Laboratory for STEM Majors	
CHEM 1225G	General Chemistry II Lecture and Laboratory for STEM Majors	
PHYS 1230G	Algebra-Based Physics I	
& PHYS 1230L	and Algebra-Based Physics I Lab	
PHYS 1240G	Algebra-Based Physics II	
& PHYS 1240L	and Algebra-Based Physics II Lab	
PHYS 2110	Mechanics	
& 2110L	and Experimental Mechanics	
PHYS 2140	Electricity and Magnetism	
& 2140L	and Electricity & Magnetism Laboratory	
PHYS 1310G	Calculus -Based Physics I	
& PHYS 1310L	and Calculus -Based Physics I Lab	
PHYS 1320G	Calculus -Based Physics II	
& PHYS 1320L	and Calculus -Based Physics II Lab	

Second Language Requirements: (not required)**Electives, to bring the total credits to 120 ⁷** 14*The specific requirements for the concentration in Human Computer Interaction are as follows:*

CSCI 3710	Software Development
CSCI 4250	Human-Centered Computing (required)

Select 6 credits from the following:

CSCI 4255	Digital Game Design
CSCI 4260	Visual Programming
CSCI 4410	Computer Graphics I

Total Credits 120¹ Students with Area I transfer credits may sometimes complete this requirement with 9 credits² See the General Education (<https://catalogs.nmsu.edu/nmsu/general-education-viewing-wider-world/>) section of the catalog for a full list of courses³ MATH 1511G Calculus and Analytic Geometry I and MATH 1521G Calculus and Analytic Geometry II are required for the degree but students may need to take any prerequisites needed to enter MATH 1511G or MATH 1521G first.⁴ See the Viewing a Wider World (<https://catalogs.nmsu.edu/nmsu/general-education-viewing-wider-world/#viewingawiderworldtext>) section of the catalog for a full list of courses.⁵ A course can satisfy only one requirement.⁶ Must be taken for 3 credits to count as a course.⁷ Elective credit may vary based on prerequisites, dual credit, AP credit, double majors, and/or minor coursework. The amount indicated in the requirements list is the amount needed to bring the total to 120 credits and may appear in variable form based on the degree. However students may end up needing to complete more or less on a case-by-case basis and students should discuss elective requirements with their advisor.

A Suggested Plan of Study for Students

This roadmap assumes student placement in MATH 1511G Calculus and Analytic Geometry I and ENGL 1110G Composition I. The contents and order of this roadmap may vary depending on initial student placement in mathematics and english. It is only a suggested plan of study for students and is not intended as a contract. Course availability may vary from fall to spring semester and may be subject to modification or change.

Freshman		Credits
CSCI 1720	Computer Science I	4
CSCI 2210	Object-Oriented Programming	4
CSCI 2220	Introduction to Data Structures and Algorithms	4
ENGL 1110G	Composition I	4
or ENGL 1110H	or Composition I Honors	
MATH 1511G	Calculus and Analytic Geometry I ¹	4
or MATH 1511H	or Calculus and Analytic Geometry I Honors	
MATH 1521G	Calculus and Analytic Geometry II	4
or MATH 1521H	or Calculus and Analytic Geometry II Honors	
Area IV: Social/ Behavioral Sciences Course ²		3
Area V: Humanities Course ²		3
Credits		30

Sophomore		Credits
CSCI 2230	Assembly Language and Machine Organization	4
CSCI 2310	Discrete Mathematics for Computer Science	4
CSCI 3730	Compilers and Automata Theory	4
CSCI 3720	Data Structures and Algorithms	4
COMM 1115G	Introduction to Communication	3
or HNRS 2175G	or Introduction to Communication Honors	
ENGL 2210G	Professional and Technical Communication	3
or ENGL 2210H	or Professional and Technical Communication	

MATH 2415 or MATH 4230	Introduction to Linear Algebra or Applied Linear Algebra	3
Area VI: Creative and Fine Arts ²		3
Select one from the following:		3
A ST 311	Statistical Applications	
STAT 3110	Statistics for Engineers and Scientists	
STAT 4210	Probability: Theory and Applications	
Elective credits if needed for financial aid requirements ³		3+
Credits		31-34
Junior		
CSCI 3710	Software Development	0-4
CSCI 4105	Programming Language Structure I	3
CSCI 4140	Database Management Systems I	3
Computer Science 4000-level Elective ⁴		3
MATH elective (upper division) ⁵		3
Lab Science Elective ⁶		4
Lab Science Elective ⁶		4
Viewing a Wider World ⁷		3
Viewing a Wider World ⁷		3
Elective credits if needed for financial aid requirements ³		3
Credits		29-33
Senior		
CSCI 4980 or CSCI 4999	Senior Project or Senior Thesis	4
CSCI 4110	Computing Ethics and Social Implications of Computing	1
CSCI 4120	Operating Systems I	3
Lab Science Elective ⁶		4
Computer Science 4000-level Elective ⁴		3
Upper division electives to bring total upper division to 48 ³		4
Electives as needed to meet minimum credit requirements ³		7
Credits		26
Total Credits		116-123

⁶ See list of Lab Science (p. 1) courses in the Degree Requirement Section.

⁷ See the Viewing a Wider World (<https://catalogs.nmsu.edu/nmsu/general-education-viewing-wider-world/#viewingawiderworldtext>) section of the catalog for a full list of courses

Students planning to undertake graduate work in computer science are encouraged to consult with their advisor regarding the possibility of taking other computer science electives to satisfy their departmental requirements.

¹ MATH 1511G Calculus and Analytic Geometry I is required for the degree but students may need to take any prerequisites needed to enter MATH 1511G first.

² See the General Education (<https://catalogs.nmsu.edu/nmsu/general-education-viewing-wider-world/>) section of the catalog for a full list of courses

³ Students who plan to graduate with a concentration need to complete the specific requirements for the chosen concentration. *Elective credit may vary based on prerequisites, dual credit, AP credit, double majors, and/or minor coursework. The amount indicated in the requirements list is the amount needed to bring the total to 120 credits and may appear in variable form based on the degree. However students may end up needing to complete more or less on a case-by-case basis and students should discuss elective requirements with their advisor.*

⁴ See list of Computer Science electives (p. 1) in Degree Requirement Section.

⁵ **Math Electives:**

- MATH 3110 Introduction to Modern Algebra
- MATH 3120 Introduction to Analysis
- MATH 3140 Introduction to Numerical Methods
- MATH 3160 Introduction to Ordinary Differential Equations
- MATH 4320 Logic and Set Theory
- MATH 4330 Elementary Number Theory