

# 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
<b>General Education Requirement</b>		
<i>Area I: Communications</i> <sup>1</sup>		
<i>English Composition - Level 1</i> <sup>2</sup>		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 <sup>3</sup>	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	
<b>Area IV: Social/Behavioral Sciences (3 credits)</b> <sup>2</sup>		
<i>Area V: Humanities</i> <sup>2</sup>		3
<i>Area VI: Creative and Fine Arts</i> <sup>2</sup>		3
<i>General Education Elective</i>		
MATH 1521G or MATH 1521H	Calculus and Analytic Geometry II <sup>3</sup> and Calculus and Analytic Geometry II Honors	4
<b>Viewing a Wider World</b> <sup>4</sup>		6
<b>Departmental/College Requirements</b>		
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 and 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: <sup>5</sup>		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 <sup>6</sup>
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
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 Courses**Select one from the following: <sup>5</sup> 4

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
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 2110 & 2110L	Mechanics and Experimental Mechanics
PHYS 2140 & 2140L	Electricity and Magnetism and Electricity & Magnetism Laboratory
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

**Second Language Requirements: (not required)****Electives, to bring the total credits to 120 <sup>7</sup> 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 120**<sup>1</sup> Students with Area I transfer credits may sometimes complete this requirement with 9 credits<sup>2</sup> See the General Education (<https://catalogs.nmsu.edu/nmsu/general-education-viewing-wider-world/>) section of the catalog for a full list of courses<sup>3</sup> 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.<sup>4</sup> 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.<sup>5</sup> A course can satisfy only one requirement.<sup>6</sup> Must be taken for 3 credits to count as a course.<sup>7</sup> 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.