## Computer Science and Design, BS

The combined major in computer science and design integrates fundamental design courses with a strong programming foundation. Students will declare a concentration in interaction design, graphic and information design, or experience design. Students in this major often have an interest in human-centered design methods used in developing digital interfaces and applications.

## Program Requirements

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified and complete any additional courses needed beyond specific college and major requirements to satisfy graduation credit requirements.

## Universitywide Requirements

All undergraduate students are required to complete the Universitywide Requirements (http://catalog.northeastern.edu/undergraduate/university-academics/university-wide-requirements/).

## NUpath Requirements

All undergraduate students are required to complete the NUpath Requirements (http://catalog.northeastern.edu/undergraduate/university-academics/ nupath/).

## Computer Science Courses

| Code | Title | Hours |
| :---: | :---: | :---: |
| Computer Science Overview |  |  |
| Must be taken in alignment with your home college: |  |  |
| CS 1200 | First Year Seminar | 1 |
| or ARTF 1000 | Art and Design at Northeastern |  |
| CS 1210 | Professional Development for Khoury Co-op | 1 |
| or EEAM 2000 | Professional Development for Co-op |  |
| Computer Science Fundamental Courses |  |  |
| $\begin{aligned} & \text { CS } 1800 \\ & \text { and CS } 1802 \end{aligned}$ | Discrete Structures and Seminar for CS 1800 | 5 |
| $\begin{aligned} & \text { CS } 2500 \\ & \text { and CS } 2501 \end{aligned}$ | Fundamentals of Computer Science 1 and Lab for CS 2500 | 5 |
| $\begin{aligned} & \text { CS } 2510 \\ & \text { and CS } 2511 \end{aligned}$ | Fundamentals of Computer Science 2 and Lab for CS 2510 | 5 |
| Computer Science Required Courses |  |  |
| CS 3000 | Algorithms and Data | 4 |
| $\begin{aligned} & \text { CS } 3500 \\ & \text { and CS } 3501 \end{aligned}$ | Object-Oriented Design and Lab for CS 3500 | 5 |
| CS 4500 | Software Development | 4 |
| or CS 4530 | Fundamentals of Software Engineering |  |
| IS 4300 | Human Computer Interaction | 4 |
| Computer Science Elective Courses |  |  |
| With advisor approval, directed study, research, project study, and appropriate graduate-level courses may also be taken as upper-division electives. |  |  |
| Complete 8 semester hours of $\mathrm{CS}, \mathrm{CY}, \mathrm{DS}$, or IS classes that are not already required. Choose courses within the following ranges: |  |  |
| CS 2500 or higher, except CS 5010 |  |  |
| CY 2000 or higher, except CY 4930 |  |  |
| DS 2500 or higher, except DS 4900 |  |  |
| IS 2000 or high |  |  |

## Design Requirements

| Code | Title |  |
| :--- | :--- | ---: |
| Art + Design Fundamentals  <br> ARTF 1122 Color and Composition (with optional ARTF 1123) <br> Art + Design Fundamentals Elective  <br> Complete one of the following: $\quad 4$4 |  |  |



1 Instead of ARTG 2262 and ARTG 2263, ARTG 5330 is recommended for students considering the Plus One in Information Design and Data Visualization.

## Design Option

| Code | Title | Hours |
| :---: | :---: | :---: |
| Complete one of the following options: |  | 8 |
| Experience Design Option |  |  |
| ARTG 3462 | Experience Design Principles |  |
| ARTG 3463 | Experience Design 2 |  |
| Graphic Design Option |  |  |
| ARTG 2252 | Graphic Design Principles |  |
| ARTG 3450 | Graphic Design 2 |  |
| Information Design Option |  |  |
| ARTG 2242 | Information Design Principles |  |
| ARTG 3444 | Topics in Information Design Inquiry ${ }^{2}$ |  |
| Interaction Design Option |  |  |
| ARTG 2400 | Interaction Design Principles (with optional ARTG 2401) |  |
| ARTG 3700 | Interaction Design 2: Mobile |  |

## Degree-Focused Electives

Code \begin{tabular}{l}
Title <br>
Complete two courses from the following lists: <br>
Art + Design <br>
Complete any ARTG course as long as prerequisites have been met. If ARTG 5000 (or any other topics course in the subject <br>
listed) is completed more than once, the additional completions may be allowed toward the electives. <br>

| Psychology |  |
| :--- | :--- |
| PSYC 1101 | Foundations of Psychology |
| PSYC 3452 | Sensation and Perception |
| PSYC 3464 | Psychology of Language |
| PSYC 3466 | Cognition |


 

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\end{tabular}

Computer Science

| CS 3200 | Database Design |
| :---: | :---: |
| CS 3520 | Programming in C++ |
| CS 3540 | Game Programming |
| CS 3650 | Computer Systems |
| CS 3800 | Theory of Computation |
| CS 4100 | Artificial Intelligence |
| CS 4150 | Game Artificial Intelligence |
| CS 4300 | Computer Graphics |
| CS 4400 | Programming Languages |
| CS 4520 | Mobile Application Development |
| CS 4550 | Web Development |
| CS 4700 | Network Fundamentals |
| CS 4730 | Distributed Systems |
| CS 4850 | Building Game Engines |
| CS 4991 | Research |
| CS 4992 | Directed Study |
| CS 4993 | Independent Study |
| DS 3000 | Foundations of Data Science |
| DS 4200 | Information Presentation and Visualization |
| DS 4300 | Large-Scale Information Storage and Retrieval |
| DS 4400 | Machine Learning and Data Mining 1 |
| DS 4420 | Machine Learning and Data Mining 2 |
| IS 2000 | Principles of Information Science |

## Integrative Requirement

Code Title Hours
The following courses are used in the major but also count as the integrative requirement:

| IS 4300 | Human Computer Interaction |
| :--- | :--- |
| ARTG 4550 | Design Degree Project |

## Supporting Course

| Code | Title |
| :--- | :--- |
| Computing and Social Issues |  |
| Complete one of the following: |  |
| AFAM 2600 | Issues in Race, Science, and Technology |
| CY 4170 | The Law, Ethics, and Policy of Data and Digital Technologies |
| CY 5240 | Cyberlaw: Privacy, Ethics, and Digital Rights |
| ENGL 2150 | Literature and Digital Diversity |
| HIST 2220 | History of Technology |
| INSH 2102 | Kostonography: The City through Data, Texts, Maps, and Networks |
| IS 1300 | Knowledge in a Digital World |
| or PHIL 1300 | Technology and Human Values |
| SOCL 1145 | The Twenty-First-Century Workplace |
| SOCL 2485 | Environment, Technology, and Society |
| SOCL 4528 | Computers and Society |
| Computer Science Writing Requirement |  |
| Code  <br> College Writing Title <br> ENGW 1111 First-Year Writing <br> Advanced Writing in the Disciplines  |  |


| or ENGW 3314 | Advanced Writing in the Arts, Media, and Design |
| :--- | :--- |
| or ENGW 3315 | Interdisciplinary Advanced Writing in the Disciplines |

## Required General Electives

| Code | Title |
| :--- | ---: |
| Complete 24 semester hours of general electives. |  |

Complete 24 semester hours of general electives.

## NUpath Requirements Satisfied

- Engaging with the Natural and Designed World
- Exploring Creative Expression and Innovation
- Conducting Formal and Quantitative Reasoning
- Analyzing and Using Data
- Writing in the First Year
- Advanced Writing in the Disciplines
- Writing-Intensive in the Major
- Demonstrating Thought and Action in a Capstone

Integrating Knowledge and Skills Through Experience is satisfied through co-op.

## Khoury College GPA Requirement

Minimum 2.000 GPA required in all CS, CY, DS and IS courses

## Computer Science and Design Major Credit Requirement

96 SH are required in the major.

## Program Requirement

130 total semester hours required

## Plan of Study

## Sample Plan of Study:

FOUR YEARS, TWO CO-OPS IN SPRING/SUMMER 1
Year 1

| Fall | Hours |  | Spring | Hours |  | Summer 1 | Hours | Summer 2 | Hours |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| ARTF 1122 (with optional ARTF 1123) |  |  | ARTG 1270 and ARTG 1271 |  |  | $\begin{aligned} & \text { CS } 3500 \\ & \text { and CS } 3501 \end{aligned}$ |  | 5 Vacation |  |  |
| ARTG 1001 and ARTG 1002 |  |  | ARTG 1290 and ARTG 1291 |  | 4 | A+D Fundamentals Elective |  | 4 |  |  |
| CS 1200 or ARTF 1000 |  |  | $\begin{aligned} & \text { CS } 2510 \\ & \text { and CS } 2511 \end{aligned}$ |  | 5 |  |  |  |  |  |
| $\begin{aligned} & \text { CS } 1800 \\ & \text { and CS } 1802 \end{aligned}$ |  | 5 | ENGW 1111 |  | 4 |  |  |  |  |  |
| $\begin{aligned} & \text { CS } 2500 \\ & \text { and CS } 2501 \end{aligned}$ |  | 5 |  |  |  |  |  |  |  |  |
|  |  | 19 |  |  | 17 |  |  | 9 |  | 0 |
| Year 2 |  |  |  |  |  |  |  |  |  |  |
| Fall | Hours |  | Spring | Hours |  | Summer 1 | Hours | Summer 2 | Hours |  |
| ARTG 2262 and ARTG 2263 |  |  | Co-op |  |  | Co-op |  | Elective |  | 4 |
| CS 1210 or EEAM 2000 |  | 1 |  |  |  |  |  | Elective |  | 4 |
| CS 3000 |  | 4 |  |  |  |  |  |  |  |  |
| Design Option level 1 |  | 4 |  |  |  |  |  |  |  |  |
| Degree-focused elective 1 |  | 4 |  |  |  |  |  |  |  |  |
|  |  | 17 |  |  | 0 |  |  | 0 |  | 8 |
| Year 3 |  |  |  |  |  |  |  |  |  |  |
| Fall | Hours |  | Spring | Hours |  | Summer 1 | Hours | Summer 2 | Hours |  |
| IS 4300 |  |  | Co-op |  |  | Co-op |  | Elective |  | 4 |
| Art+Design History elective |  | 4 |  |  |  | ENGW 3302 |  | 4 Elective |  | 4 |



[^0]
[^0]:    Total Hours: 130

