Computer Science Associate of Science

Degree Type
Associate of Science
Environment
campus
Program Length
40 weeks
Overview
The Computer Science curriculum familiarizes you with the complex and ever-changing world of today's software developers and software engineers. The goal of this curriculum is to educate you on the design, development, and implementation of software-based solutions and other software products for the business, entertainment, and consumer markets. To achieve this goal, the curriculum is designed to provide you with a comprehensive understanding of programming languages and skills, software-design skills, and various computer science methodologies. You will engage in application creation by participating in various computer science projects throughout the degree program that will equip you to understand the differences between small programming projects and large-enterprise software-systems projects. Through this hands-on curriculum, you will also be able to design and develop your own software project for emerging technologies. Furthermore, you will gain the critical-thinking and professional skills necessary for effective software development.
Objective
Associate's Objective In addition to a foundational understanding of programming skills, today's computer scientists require a breadth of knowledge and skills to compete in this dynamic industry. The goal of the Computer Science Associate of Science degree program is to develop your coding and production capabilities and prepare you for entry-level programming positions in this field, such as programmer, junior software developer, tool programmer, quality assurance tester, and a variety of others. Through project-based learning, you will be able to create your own coding and computer science projects and articulate and deliver these projects through appropriate communication strategies.

Month 1

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3.0
DEP1013	Psychology of Play	3.0

Month 2

Month 2

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4.0
MAD1100	Discrete Mathematics	4.0

Month 3

Month 3

Code	Title	Credit Hours
COP1000	Programming I	4.0

Month 4

Month 4

Code	Title	Credit Hours
COP2334	Programming II	4.0

Month 5

Month 5

Code	Title	Credit Hours
SDV3111	Systems Programming	4.0
COSC111	Professional Development Seminar I: Computer Science	1.0

Month 6

Month 6

Code	Title	Credit Hours
COS119	Project and Portfolio I: Computer Science	3.0
ENC1101	English Composition I	4.0

Month 7

Month 7

Code	Title	Credit Hours
SDV2213	Data Structures and Algorithms	4.0
GEN242	Linear Algebra	4.0

Month 8

Month 8

Code	Title	Credit Hours
GDD258	Software Engineering	4.0
SDV3012	Applied Human-Computer Interaction	3.0

Month 9

Month 9

Code	Title	Credit Hours
GEN262	Physics	4.0
COS229	Project and Portfolio II: Computer Science	3.0

Month 10

Month 10

Code	Title	Credit Hours
COS239	Project and Portfolio III: Computer Science	3.0
COSC222	Professional Development Seminar II: Computer Science	1.0
	Total Credit Hours	**60**

Please Note

- Some specific courses may be offered online. Please see course descriptions for details.