COMPUTER SCIENCE - BACHELOR OF ARTS

The Bachelor of Arts in Computer Science is an open, flexible degree plan that offers the student both a rigorous undergraduate degree program in Computer Science and an extensive open credit hour allotment to pursue knowledge in other domains. It is an excellent choice to combine into a double major program, and is an option for the student who has an interest in learning both domain knowledge in some areas outside of Computer Science, and in acquiring a Computer Science background sufficient to pursue a strong technology career.

Students planning to undertake graduate work in Computer Science are encouraged to pursue the Bachelor of Science degree rather than the Bachelor of Arts degree.

General Requirements Exception

A grade of a 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 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 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		
Area I: Communications [1]		
English Composition - Level 1 [2]		*4*
English Composition - Level 2 [2]		
ENGL 2210G	Professional and Technical Communication	3
or ENGL 2210H	Professional and Technical Communication	
Oral Communication		
Choose one from the following:		3
COMM 1115G	Introduction to Communication	
COMM 1130G	Public Speaking	
HNRS 2175G	Introduction to Communication Honors	
Area II: Mathematics [3]		
Choose one from the following:		3-4
MATH 1430G	Applications of Calculus I	
MATH 1511G	Calculus and Analytic Geometry I	
or MATH 1511H	Calculus and Analytic Geometry I Honors	
Area III/IV: Laboratory Sciences and Social/Behavioral Sciences		*10-11*
Area III: Laboratory Sciences Course (4 credits) [2]		
Area IV: Social & Behavioral Sciences (3 credits) [2]		
Either an Area III/IV: Laboratory Sciences Course or Social/Behavioral Sciences Course (4 or 3 credits) [2]		
Area V: Humanities [2]		*3*
Area VI: Creative and Fine Arts [2]		*3*
General Education Elective [2]		*3-4*
Three of the six Statistics/Applied Statistics course can potentially fulfill this requirement (See below)		
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 4110	Computing Ethics and Social Implications of Computing	1
CSCI 4980	Senior Project	4
or CSCI 4999	Senior Thesis	
CSCI 4140	Database Management Systems I	3
Computer Science Electives		
List 1:		
Select 6-7 credits from the following: [5]		6-7
CSCI 3790	Algorithm Design & Implementation	
or CSCI 3720	Data Structures and Algorithms	
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 4105	Programming Language Structure I	
CSCI 4230	Architectural Concepts I	
CSCI 4120	Operating Systems I	
CSCI 4405	Artificial Intelligence I	
CSCI 5410	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	
CSCI 3410	Introduction to Intelligent Agents Using Science Fiction	
CSCI 4235	Cellular Networks and Mobile Computing	
CSCI 4240	Software Reverse Engineering	
CSCI 4435	Text Mining and Natural Language Processing	
CSCI 4440	Generative Artificial Intelligence	
List 2:		
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 4405	Artificial Intelligence I	
CSCI 4410	Computer Graphics I	
CSCI 4255	Digital Game Design	
CSCI 4205	Computer Security	
CSCI 4130	Linux System Administration	
CSCI 4996	Special Topics	
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	
CSCI 3410	Introduction to Intelligent Agents Using Science Fiction	
CSCI 4235	Cellular Networks and Mobile Computing	
CSCI 4240	Software Reverse Engineering	
CSCI 4435	Text Mining and Natural Language Processing	
CSCI 4440	Generative Artificial Intelligence	
Non-departmental Requirements (in addition to Gen.Ed/VWW)		
Select two upper-division courses in any one department except Computer Science		6-8
Choose one from the following:		3
MATH 1350G	Introduction to Statistics (can count towards General Education Elective requirement)	
MATH 2350G	Statistical Methods (can count towards General Education Elective requirement)	
STAT 3110	Statistics for Engineers and Scientists	
STAT 4210	Probability: Theory and Applications	
A ST 311	Statistical Applications	
Second Language Requirement: (not required)		
Electives, to bring the total credits to 120 [7]		**19-25**
Select upper division electives to bring total upper division to 48		
Total Credits		**120**

1. Students with Area I transfer credits may sometimes complete this requirement with 9 credits
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. Either MATH 1430G Applications of Calculus I or MATH 1511G Calculus and Analytic Geometry I is required for the degree but students may need to take any prerequisites needed to enter either 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 one 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.

Second Language Requirement

For the Bachelor of Arts with a major in Computer Science, there is no second language requirement for the degree.