

COMPUTER SCIENCE (SECONDARY EDUCATION) - 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 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 (except for EDUC 4820 Secondary Student Teaching which is graded as 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		
<i>Area I: Communications</i> ¹		
<i>English Composition - Level 1</i> ²		4
<i>English Composition - Level 2</i> ²		
ENGL 2210G	Professional and Technical Communication Honors	3
<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> ³		
Choose one from the following:		3-4
MATH 1430G	Applications of Calculus I	
MATH 1511G	Calculus and Analytic Geometry I	
<i>Area III/IV: Laboratory Sciences and Social/Behavioral Sciences</i>		10-11
<i>Area III: Laboratory Sciences Course (4 credits)</i> ²		
<i>Area IV: Social & Behavioral Sciences (3 credits)</i> ²		
Either an Area III/IV: Laboratory Sciences Course or Social/Behavioral Sciences Course (4 or 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> ²		3-4
Three of the six Statistics/Applied Statistics course can potentially fulfill this requirement (See below)		
Viewing a Wider World ⁴		3
Departmental/College Requirements		
C S 172	Computer Science I	4
C S 271	Object Oriented Programming	4
C S 272	Introduction to Data Structures	4
C S 273	Machine Programming and Organization	4
C S 278	Discrete Mathematics for Computer Science	4
C S 370	Compilers and Automata Theory	4
C S 371	Software Development	4
C S 419	Computing Ethics and Social Implications of Computing	1
C S 448	Senior Project	4
or C S 449	Senior Thesis	
C S 482	Database Management Systems I	3
<i>Computer Science Electives</i>		
List 1:		
Select 6-7 credits from the following:		6-7
C S 343	Algorithm Design & Implementation	
or C S 372	Data Structures and Algorithms	
C S 380	Introduction to Cryptography	
C S 381	Principles of Virtual Reality	
C S 382	Modern Web Technologies	
C S 383	Introduction to Deep Learning	
C S 384	Graph Data Mining	
C S 471	Programming Language Structure I	
C S 473	Architectural Concepts I	
C S 474	Operating Systems I	
C S 475	Artificial Intelligence I	
C S 476	Computer Graphics I	
C S 477	Digital Game Design	
C S 478	Computer Security	
C S 479	Special Topics ⁶	
C S 480	Linux System Administration	
C S 481	Visual Programming	
C S 484	Computer Networks I	
C S 485	Human-Centered Computing	
C S 486	Bioinformatics	
C S 487	Applied Machine Learning I	
C S 488	Introduction to Data Mining	
C S 489	Bioinformatics Programming	
C S 491	Parallel Programming	
C S 496	Cloud and Edge Computing	
List 2:		
Select 6 credits from the following:		6
C S 380	Introduction to Cryptography	
C S 381	Principles of Virtual Reality	
C S 382	Modern Web Technologies	
C S 383	Introduction to Deep Learning	
C S 384	Graph Data Mining	
C S 475	Artificial Intelligence I	
C S 476	Computer Graphics I	
C S 477	Digital Game Design	
C S 478	Computer Security	

C S 479	Special Topics ⁶
C S 480	Linux System Administration
C S 481	Visual Programming
C S 484	Computer Networks I
C S 485	Human-Centered Computing
C S 486	Bioinformatics
C S 487	Applied Machine Learning I
C S 488	Introduction to Data Mining
C S 489	Bioinformatics Programming
C S 491	Parallel Programming
C S 496	Cloud and Edge Computing
Non-departmental Requirements (in addition to Gen.Ed/VWW)	
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 120⁷ 7-3	
Select upper division electives to bring total upper division to 48	
Requirements for Secondary Education 27	
EDUC 3120	Multicultural Education
EDUC 3997	Secondary Field Experience
EDUC 4420	Teaching Mathematics at the Middle and High School Level ⁸
EDUC 4820	Secondary Student Teaching ⁹
EDUC 4821	Middle and High School Student Teaching Seminar ⁹
READ 4330	Content Area Literacy ⁸
SPED 3105	Introduction to Special Education in a Diverse Society
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. 3 credits of VWW can be met using the upper division rule for the EDUC classes.

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.

⁸ Requires admittance into the Teacher Education Program TEP.

⁹ Requires admittance into Student Teaching STEP.

Second Language Requirement

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

A Suggested Plan of Study For Students

This roadmap assumes student placement in MATH 1220G and ENGL 1110G. 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.

This roadmap adds the MATH 1511G prerequisites into the plan, MATH 1220G and MATH 1250G will not appear on the requirements tab. Any students who test into MATH 1511G can supplement MATH 1220G and MATH 1250G with elective credits.

Freshman		Credits
C S 111	Computational Thinking for Solving Problems ¹	4
ENGL 1110G	Composition I	4
MATH 1220G	College Algebra ²	3
COMM 1115G	Introduction to Communication	3
C S 172	Computer Science I	4
MATH 1511G	Calculus and Analytic Geometry I	4
or MATH 1430G	or Applications of Calculus I	
Area III: Laboratory Science Course ³		4
Area IV: Social/ Behavioral Sciences Course ³		3
Electives as needed to meet the minimum credit requirement for financial aid ⁴		1-3
Credits		30-32
Sophomore		Credits
C S 271	Object Oriented Programming	4
C S 273	Machine Programming and Organization	4
C S 272	Introduction to Data Structures	4
C S 278	Discrete Mathematics for Computer Science	4
Area V: Humanities Course ³		3
ENGL 2210G	Professional and Technical Communication Honors	3
EDUC 3120	Multicultural Education	3
SPED 3105	Introduction to Special Education in a Diverse Society	3
Area 6: Create and Fine Arts		3
Credits		31
Junior		Credits
C S 370	Compilers and Automata Theory	4
C S 371	Software Development	4
Either an Area III/IV: Laboratory Science Course or Social/Behavioral Sciences Course ³		3-4
C S elective, List 1/2 ⁵		3
C S elective, List 1/2 ⁵		3
General Education Elective Course ³		3-4
EDUC 3997	Secondary Field Experience	3
READ 4330	Content Area Literacy ⁶	3
Select one from the following:		3
MATH 1350G	Introduction to Statistics	
MATH 2350G	Statistical Methods	

STAT 3110	Statistics for Engineers and Scientists	
STAT 4210	Probability: Theory and Applications	
A ST 311	Statistical Applications	
Electives as needed to meet the minimum credit requirement for financial aid ⁴		1
Credits		30-32
Senior		
C S 482	Database Management Systems I	3
C S elective, List 1/2 ⁵		3
C S elective, List 1/2 ⁵		3
Viewing a Wider World Course ⁷		3
EDUC 4420	Teaching Mathematics at the Middle and High School Level ⁶	3
EDUC 4820	Secondary Student Teaching ⁸	9
EDUC 4821	Middle and High School Student Teaching Seminar ⁸	3
C S 448 or C S 449	Senior Project or Senior Thesis	4
C S 419	Computing Ethics and Social Implications of Computing	1
Credits		32
Total Credits		123-127

¹ Required for students who do not pass MATH 1215 Intermediate Algebra or do not pass the CS placement exam and is not counted towards graduation

² MATH 1511G Calculus and Analytic Geometry I is the starting requirement for this degree but students may need to take MATH 1220G College Algebra and MATH 1511G Calculus and Analytic Geometry I before enrolling in it. If a student tests into MATH 1511G Calculus and Analytic Geometry I then elective credits can replace MATH 1220G College Algebra/MATH 1250G Trigonometry & Pre-Calculus in the roadmap.

³ See the General Education (<https://catalogs.nmsu.edu/nmsu/general-education-viewing-wider-world/>) section of the catalog for a full list of courses.

⁴ Any course offered by the university. 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.

⁵ For electives see List 1 or List 2 of Computer Science electives (<https://catalogs.nmsu.edu/nmsu/arts-sciences/computer-science/computer-science-bachelor-arts/#requirementstext>) in Degree Requirement Section.

⁶ Requires admittance into the Teacher Education Program TEP.

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.

⁸ Requires admittance into Student Teaching STEP.