MSCS DEGREE REQUIREMENTS FORM  last revised (6/8/09)

Name: ____________________________________        ID #:_____________________

Requirement A: 36 credits of approved coursework

• 21 credits- standard CS classroom based courses

  Course ________________________________ Semester_________ Grade_____ Credits: ___

  Course ________________________________ Semester_________ Grade_____ Credits: ___

  Course ________________________________ Semester_________ Grade_____ Credits: ___

  Course ________________________________ Semester_________ Grade_____ Credits: ___

  Course ________________________________ Semester_________ Grade_____ Credits: ___

  Course ________________________________ Semester_________ Grade_____ Credits: ___

• 6 credits- CS, standard Math; independent study; MS thesis (no external internships)

  Course ________________________________ Semester_________ Grade_____ Credits: ___

  Course ________________________________ Semester_________ Grade_____ Credits: ___

• Remaining 9 in any of above or: credits transferred from graduate study in CS; external internship; relevant grad courses. At most, 6 credits of external internship (These often require DGS approval)

  Course ________________________________ Semester_________ Grade_____ Credits: ___

  Course ________________________________ Semester_________ Grade_____ Credits: ___

  Course ________________________________ Semester_________ Grade_____ Credits: ___

Requirement B: CORE EXAM or Master’s Thesis (3.75 GPA needed to do a thesis)

Option: _______________________________ Completion date: __________

Requirement C: Must pass at least ONE course in TWO of following application areas

  Course ________________________________ Semester_________ Grade_____ Credits: ___

  Course ________________________________ Semester_________ Grade_____ Credits: ___

Graphics
* Advanced Computer Graphics
* Advanced Computer Vision
* Computational Geometry
* Computational Photography
* Computer Games
* Computer Graphics
* Computer Vision

* Computer Vision and Tracking
* Experiments in Motion Capture
* Geometric Modeling
* Interactive Shape Modeling
* Multimedia
* User Interfaces
Computation for Science and Society
- Advanced Topics in Numerical Analysis: Convex & Nonsmooth Optimization
- Applied Cryptography & Network Security
- Bioinformatics
- Bioinformatics and Genomics
- Computational Biology
- Computational Fluid Dynamics
- Computational PDEs
- Computational Systems Biology
- Cryptographic Tools in Deployed Systems: What Does the Padlock Mean?
- Financial Computing I
- High Performance Scientific Computing
- Immersed Bound Meth
- Information & Communication Technology for Developing Countries
- Introduction to Cryptography
- Introduction to Finance for CS
- Linear Programming
- Monte Carlo Methods
- Numerical Methods I
- Numerical Methods II
- Numerical Methods for Time-Dependant PDEs
- Scientific Computing
- Speech Recognition
- Topics in Numerical Analysis

Intelligent Systems
- Advanced Computer Vision
- Advanced Topics in Natural Language Processing
- Artificial Intelligence
- Computer Vision
- Data Mining
- Data Warehousing and Mining
- Foundations of Machine Learning
- Heuristic Problem Solving
- Information Science of Marketing
- Logic in Computer Science
- Machine Learning
- Mobile Robots
- Natural Language Processing
- Programming Semantics, Analysis & Verification by Abstract Interpretation
- Topics in Automated Deduction
- Web Search Engines
- Distributed Systems
- Networks and Distributed Systems
- Production Quality Software
- Software Engineering
- What if a Computer Lies

Databases
- Advanced Database Systems
- Data Mining
- Data Warehousing
- Database Systems
- Distributed Storage Systems

Requirement D: Pass at least ONE large scale programming project course.

Course __________________________________________ Semester _______ Grade _____ Credits: ______