

ACADEMIC ADVISING

Partnering with students to successfully navigate college

Location: Main Hall 208

Phone: 719.255.3260

Website: [Academic Advising](https://www.uccs.edu/advising)

Connect With Your Advisor

Current UCCS Students

- Appointments: www.uccs.edu/advising/current-students

Prospective Students: www.uccs.edu/admissions/contact

GENERAL ACADEMIC INFORMATION

Minimum Graduation Requirements

- 120 credit hours
- 45 upper-division credit hours (3000-4999 level)
- 2.0 CU cumulative GPA
- Residency: Last 30 credit hours of degree must be completed while registered in the College Engineering & Applied Science at UCCS

Student Responsibilities

Students are required to know and follow:

- All academic policies set forth by the University, College, and academic department in the UCCS Catalog: catalog.uccs.edu
- All course prerequisites designated by the University. Failure to meet course prerequisites may result in an administrative drop of the course from a student's schedule. See degree audit for course prerequisites within the academic major.

DEGREE REQUIREMENTS

Explore Computer Science: [Computer Science Home](https://www.uccs.edu/computer-science) | [College of Engineering and Applied Science \(uccs.edu\)](https://www.uccs.edu/college-of-engineering-and-applied-science)

Computer Science Requirements			
Computer Science Core Courses (36 hours)	Course/Area	Course Title	Credit Hours
<ul style="list-style-type: none"> Requires a minimum of 36 credit hours of CS course work, with an additional 18 hours in a required Track. Requires a minimum of 30 credit hours of upper-division (3000-4999 level) CS course work. All CS courses must be completed with a grade of "C" or better. <p>*NOTE: Students choosing the Game Development track should take GDD 1100 instead of CS 1120.</p> <p><i>You must be admitted into the College of Engineering to take any 2000-level or higher CS coursework.</i></p>	Computer Science Foundation Courses		
	CS 1120*	Computational Thinking with Beginning Programming	3
	CS 1150	Principles of Computer Science	3
	CS 1450	Data Structures & Algorithms	3
	CS 2060	Programming with C	3
	CS 2080	Programming with UNIX	3
	CS 2160	Computer Organization & Assembly Language Programming	3
	CS 3020, CS 3060, OR CS 3080	Advanced Object Technology Using C#/.NET Object Oriented Programming in C++ Python Programming	3
	CS 3160	Concepts of Programming Languages	3
	CS 3300	Introduction to Software Engineering	3
	CS 4300	Advanced Software Engineering (<i>Capstone course</i>)	3
	Computer Science Core Electives	Complete 2 courses from the list below: CS 4200, 4500, 4720	6
Computer Science Track (18 hours) <ul style="list-style-type: none"> Students are required to complete one of the tracks listed. Some tracks require additional advanced mathematics courses. Students should carefully check prerequisites when deciding on a track. 	Artificial Intelligence & Machine Learning	Complete 6 courses from the list below. CS 3880, 4435, 4440, 4460, 4710, 4730, 4820, 4850, 4860, 4870, 4890	18
	Cybersecurity	Complete 6 courses from the list below. CS 2910, 3910, 4910, 4920, 4930, 4940, 4950, 4980	18
	Game Development	Complete the 3 required courses listed below: CS 3350, GDD 2150, 3200 and 3 courses from the following: GDD 3100, 4100, 4400, 4500	18
	General	Complete 6 UNUSED CS courses in consultation with your faculty advisor. Only two courses can be below 4000-level.	18

General Education and Elective Requirements

Core Writing Requirement (6 hours)	<ul style="list-style-type: none"> ENGL 1310 ENGL 1310, 1308, or 1305 (<i>Students choosing ENGL 1305 must complete ENGL 1300 first.</i>) TCID 2090 PORT 3000 (0 Credits) – Writing Portfolio 	
Mathematics (13 hours)	<ul style="list-style-type: none"> MATH 1040 OR MATH 1350 CS 2150 CS 2020 CS 2300 	
Compass Curriculum (12 hours) <ul style="list-style-type: none"> Explore and Navigate courses must be outside major requirements Writing Intensive, Inclusiveness, and Sustainability courses can count towards other requirements within degree 	Component	Course
	Gateway	GPS 1010
	Explore – Arts, Humanities and Cultures	See Degree Audit
	Explore – Society, Behavior and Health	See Degree Audit
	Explore – Physical and Natural World	See Degree Audit
	Navigate	See Degree Audit
	Summit	CS 4300 (included in major requirements)
	Writing Intensive Courses (WIC) <i>Two courses with one upper-division (3000+ level)</i>	See Degree Audit
	Inclusiveness	See Degree Audit
	Sustainability	See Degree Audit
General Electives (35 hours)	Complete 35 hours of open electives to fulfill the total and upper-division hours required for the degree program.	

FOUR-YEAR DEGREE PLAN

Please note that this is an *example* degree program and your program may vary. **Students are responsible for completing all course prerequisites.**

Year One	✓	FALL	Hours	✓	SPRING	Hours
		CS 1120	3		CS 1150	3
		ENGL 1310	3		TCID 2090	3
		GPS 1010	3		Explore – Arts, Humanities & Cultures course	3
		MATH 1040 OR MATH 1350	4		Explore – Physical and Natural World course	3
		Explore – Society, Behavior & Health course	3		General Elective	3
		TOTAL	16		TOTAL	15

Year Two	✓	FALL	Hours	✓	SPRING	Hours
		CS 1450	3		CS 2060	3
		CS 2300	3		CS 2150	3
		General Elective	3		CS 2020	3
		General Elective	3		Track Course	3
		General Elective	3		General Elective (<i>Writing Intensive</i>)	3
		TOTAL	15		TOTAL	15

Year Three	✓	FALL	Hours	✓	SPRING	Hours
		CS 3020, CS 3060, OR CS 3080	3		CS 3160	3
		CS 2160	3		CS 3300	3
		Track Course	3		UD Track Course	3
		CS 2080	3		UD CS Core Elective	3
		Upper-Division (UD) General Elective	3		General Elective (<i>Inclusiveness</i>)	3
					PORT 3000	0
		TOTAL	15		TOTAL	15

Year Four	✓	FALL	Hours	✓	SPRING	Hours
		UD CS Core Elective	3		CS 4300	3
		UD Track Course	3		UD Track Course	3
		UD Track Course	3		UD General Elective	3
		General Elective (<i>Sustainability</i>)	3		UD General Elective (<i>UD Writing Intensive</i>)	3
		UD General Elective (<i>Navigate</i>)	3		General Elective	2
		TOTAL	15		TOTAL	14