## COMPUTER SCIENCE - B.S.

**College of Arts and Sciences**  
Department of Computer Science  
[www.kent.edu/cs](http://www.kent.edu/cs)

### About This Program

The Bachelor of Science in Computer Science program provides a rigorous curriculum that covers a wide range of computer science topics. With a focus on problem solving and critical thinking, you will be equipped to tackle real-world challenges and make an impact in the industry. Read more...

### Contact Information

- **Feodor F. Dragan** and Augustine Samba  
  [ugradinfo@cs.kent.edu](mailto:ugradinfo@cs.kent.edu)  
  330-672-9120
- Speak with an Advisor:  
  - Kent Campus
  - Stark Campus
- Chat with an Admissions Counselor: Kent Campus | Regional Campuses

### Program Delivery

- **Delivery:** In person
- **Location:**  
  - Kent Campus (major and all concentrations)
  - Stark Campus (no concentration and Cybersecurity optional concentration)

### Accreditation

The Bachelor of Science degree in Computer Science is accredited by the Computing Accreditation Commission of ABET, [https://www.abet.org](https://www.abet.org).

### Admission Requirements

The university affirmatively strives to provide educational opportunities and access to students with varied backgrounds, those with special talents and adult students who graduated from high school three or more years ago.

**First-Year Students on the Kent Campus:** First-year admission policy on the Kent Campus is selective. Admission decisions are based upon cumulative grade point average, strength of high school college preparatory curriculum and grade trends. Students not admissible to the Kent Campus may be administratively referred to one of the seven regional campuses to begin their college coursework. For more information, visit the admissions website for transfer students.

**Former Students:** Former Kent State students or graduates who have not attended another college or university since Kent State may complete the reenrollment or reinstatement form on the University Registrar’s website.

Admission policies for undergraduate students may be found in the University Catalog’s Academic Policies.

Some programs may require that students meet certain requirements before progressing through the program. For programs with progression requirements, the information is shown on the program's Coursework tab.

### Program Requirements

#### Major Requirements

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<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credit Hours</th>
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<tbody>
<tr>
<td>CS 13001</td>
<td>COMPUTER SCIENCE I: PROGRAMMING AND PROBLEM SOLVING (min C grade)</td>
<td>4</td>
</tr>
<tr>
<td>or CS 13011 &amp; CS 13012</td>
<td>COMPUTER SCIENCE IA: PROCEDURAL PROGRAMMING and COMPUTER SCIENCE IB: OBJECT ORIENTED PROGRAMMING</td>
<td>4</td>
</tr>
<tr>
<td>CS 23001</td>
<td>COMPUTER SCIENCE II: DATA STRUCTURES AND ABSTRACTION (min C grade)</td>
<td>4</td>
</tr>
<tr>
<td>CS 23022</td>
<td>DISCRETE STRUCTURES FOR COMPUTER SCIENCE</td>
<td>3</td>
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<tr>
<td>CS 32301</td>
<td>HUMAN INTERFACE COMPUTING</td>
<td>3</td>
</tr>
<tr>
<td>CS 33007</td>
<td>INTRODUCTION TO DATABASE SYSTEM DESIGN</td>
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<td>CS 33101</td>
<td>STRUCTURE OF PROGRAMMING LANGUAGES</td>
<td>3</td>
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<td>CS 33211</td>
<td>OPERATING SYSTEMS</td>
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<td>CS 33901</td>
<td>SOFTWARE ENGINEERING</td>
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<td>COMPUTER ORGANIZATION</td>
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<td>CS 35201</td>
<td>COMPUTER COMMUNICATION NETWORKS</td>
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<tr>
<td>CS 44001</td>
<td>COMPUTER SCIENCE III-PROGRAMMING PATTERNS</td>
<td>4</td>
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<td>CS 46101</td>
<td>DESIGN AND ANALYSIS OF ALGORITHMS</td>
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<td>MATH 12002</td>
<td>ANALYTIC GEOMETRY AND CALCULUS I (KMCR)</td>
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<td>BRIEF CALCULUS II</td>
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<td>MATH 20011</td>
<td>DECISION-MAKING UNDER UNCERTAINTY</td>
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<td>MATH 21002</td>
<td>APPLIED LINEAR ALGEBRA</td>
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#### Additional Requirements (courses do not count in major GPA)

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<tr>
<td>UC 10001</td>
<td>FLASHES 101</td>
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Foreign Language (see Foreign Language College Requirement below)  

Science Electives, choose from the following (must include one laboratory):

<table>
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<th>Code</th>
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<tr>
<td>BSCI 10110</td>
<td>BIOLOGICAL DIVERSITY (ELR) (KBS) (KLAB)</td>
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<tr>
<td>BSCI 10120</td>
<td>BIOLOGICAL FOUNDATIONS (ELR) (KBS) (KLAB)</td>
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<td>CHEM 10060</td>
<td>GENERAL CHEMISTRY I (KBS)</td>
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Kent State University Catalog 2024-2025

CHEM 10061  GENERAL CHEMISTRY II (KBS)  (KLAB)
CHEM 10062  GENERAL CHEMISTRY I LABORATORY (KBS)  (KLAB)
CHEM 10063  GENERAL CHEMISTRY II LABORATORY (KBS)  (KLAB)
CHEM 10970  HONORS GENERAL CHEMISTRY I (KBS)
CHEM 10971  HONORS GENERAL CHEMISTRY II (KBS)
ESCI 21062  ENVIRONMENTAL EARTH SCIENCE (KBS)
GEOG 21062  PHYSICAL GEOGRAPHY (KBS)  (KLAB)
GEOG 21063  PHYSICAL GEOGRAPHY LABORATORY (KBS)  (KLAB)
PHY 13001  GENERAL COLLEGE PHYSICS I (KBS)
PHY 13002  GENERAL COLLEGE PHYSICS II (KBS)  (KLAB)
PHY 13021  GENERAL COLLEGE PHYSICS LABORATORY I (KBS)  (KLAB)
PHY 13022  GENERAL COLLEGE PHYSICS LABORATORY II (KBS)  (KLAB)
PHY 23101  GENERAL UNIVERSITY PHYSICS I (KBS)  (KLAB)
PHY 23102  GENERAL UNIVERSITY PHYSICS II (KBS)  (KLAB)

Kent Core Composition 6
Kent Core Humanities and Fine Arts (minimum one course from each) 9
Kent Core Social Sciences (must be from two disciplines) 6
Kent Core Additional 6
General Electives (total credit hours depends on earning 120 credit hours, including 39 upper-division credit hours) 6

Additional Requirements or Concentrations

Choose from the following: 19

Cybersecurity Concentration
Data Engineering Concentration
Game Programming Concentration
Robotics and Embedded Systems Concentration

Minimum Total Credit Hours: 120

1 A minimum C grade must be earned in CS 13001 or in both CS 13011 and CS 13012 for graduation.

Additional Requirements for Students Not Declaring a Concentration

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<td>Computer Science (CS) Upper-Division Electives (40000 level)</td>
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Minimum Total Credit Hours: 19

1 A minimum C grade must be earned to fulfill the writing-intensive requirement.

Cybersecurity Concentration Requirements

<table>
<thead>
<tr>
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<th>Title</th>
<th>Credit Hours</th>
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<tbody>
<tr>
<td>CS 43203</td>
<td>SYSTEMS PROGRAMMING</td>
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<tr>
<td>CS 43401</td>
<td>SECURE PROGRAMMING</td>
<td>3</td>
</tr>
<tr>
<td>or CS 47206</td>
<td>DATA SECURITY AND PRIVACY</td>
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<tr>
<td>or CS 47207</td>
<td>DIGITAL FORENSICS</td>
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<tr>
<td>CS 45203</td>
<td>COMPUTER NETWORK SECURITY</td>
<td>3</td>
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<td>CS 47205</td>
<td>INFORMATION SECURITY</td>
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<td>CS 47221</td>
<td>INTRODUCTION TO CRYPTOLOGY</td>
<td>3</td>
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<tr>
<td>CS 49999</td>
<td>CAPSTONE PROJECT (ELR) (WIC)</td>
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Minimum Total Credit Hours: 19

1 A minimum C grade must be earned to fulfill the writing-intensive requirement.

Data Engineering Concentration Requirements

<table>
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<tr>
<td>CS 43016</td>
<td>BIG DATA ANALYTICS</td>
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<tr>
<td>CS 43105</td>
<td>DATA MINING TECHNIQUES</td>
<td>3</td>
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<tr>
<td>CS 43118</td>
<td>GRAPH AND SOCIAL NETWORK ANALYSIS</td>
<td>3</td>
</tr>
<tr>
<td>CS 49999</td>
<td>CAPSTONE PROJECT (ELR) (WIC)</td>
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</table>

Minimum Total Credit Hours: 19

1 A minimum C grade must be earned to fulfill the writing-intensive requirement.

Students may apply a maximum 4 credit hours of CS 33192 and a maximum 6 credit hours of CS 49996, CS 49998 or a combination of the two courses to fulfill computer science upper-division electives.

Game Programming Concentration Requirements

<table>
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<th>Credit Hours</th>
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<tbody>
<tr>
<td>CS 38101</td>
<td>INTRODUCTION TO GAME PROGRAMMING</td>
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<tr>
<td>CS 47101</td>
<td>COMPUTER GRAPHICS</td>
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<tr>
<td>CS 48101</td>
<td>GAME ENGINE CONCEPTS</td>
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<tr>
<td>CS 48102</td>
<td>GAME DEVELOPMENT PRACTICUM (ELR) (WIC)</td>
<td>4</td>
</tr>
</tbody>
</table>

Minimum Total Credit Hours: 19

1 A minimum C grade must be earned to fulfill the writing-intensive requirement.

Students may apply a maximum 6 credit hours of CS 49996, CS 49998 or a combination of the two courses to fulfill computer science upper-division electives.
Robotic and Embedded Systems Concentration Requirements

<table>
<thead>
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<th>Title</th>
<th>Credit Hours</th>
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<tr>
<td>CS 33301</td>
<td>EMBEDDED SYSTEM PROGRAMMING</td>
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<tr>
<td>CS 33302</td>
<td>INTRODUCTION TO INTELLIGENT ROBOTICS</td>
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<tr>
<td>CS 43302</td>
<td>ALGORITHMIC ROBOTICS</td>
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<tr>
<td>or CS 43303</td>
<td>INTERNET OF THINGS</td>
<td></td>
</tr>
<tr>
<td>or CS 43334</td>
<td>HUMAN-ROBOT INTERACTION</td>
<td></td>
</tr>
<tr>
<td>CS 49999</td>
<td>CAPSTONE PROJECT (ELR) (WIC)</td>
<td>4</td>
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</tbody>
</table>

Concentration Electives, choose from the following: 6

- CS 43203 SYSTEMS PROGRAMMING
- CS 43301 SOFTWARE DEVELOPMENT FOR ROBOTICS
- CS 43302 ALGORITHMIC ROBOTICS
- CS 43303 INTERNET OF THINGS
- CS 43334 HUMAN-ROBOT INTERACTION
- CS 44201 ARTIFICIAL INTELLIGENCE
- CS 45102 CENTRAL PROCESSING UNIT (CPU) ARCHITECTURES
- CS 45203 COMPUTER NETWORK SECURITY
- CS 45231 INTERNET ENGINEERING

Minimum Total Credit Hours: 19

1 A minimum C grade must be earned to fulfill the writing-intensive requirement.

Graduation Requirements

<table>
<thead>
<tr>
<th>Minimum Major GPA</th>
<th>Minimum Overall GPA</th>
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<tr>
<td>2.000</td>
<td>2.000</td>
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</table>

- A minimum grade may be required in some courses

Foreign Language College Requirement, B.S.

- Students pursuing the Bachelor of Science degree in the College of Arts and Sciences must complete 8 credit hours of foreign language.¹
- The following programs are exempt from this requirement: The Bachelor of Science in Cybercriminology and the Bachelor of Science in Medical Laboratory Science.²
- Minimum Elementary I and II of the same language

¹ All students with prior foreign language experience should take the foreign language placement test to determine the appropriate level at which to start. Some students may start beyond the Elementary I level and will complete the requirement with fewer credit hours and courses. This may be accomplished by (1) passing a course beyond Elementary I through Intermediate II level; (2) receiving credit through one of the alternative credit programs offered by Kent State University; or (3) demonstrating language proficiency comparable to Elementary II of a foreign language. When students complete the requirement with fewer than 8 credit hours and two courses, they will complete remaining credit hours with general electives.

² The Bachelor of Science in Medical Laboratory Science exemption exists under another college policy (Three-Plus-One Programs). The Bachelor of Science in Cybercriminology exemption is due to its extensive collaboration with and contribution from the Information Technology program in the College of Applied and Technical Studies, which does not have a foreign language requirement.

Roadmaps

Computer Science Major (No Concentration)

This roadmap is a recommended semester-by-semester plan of study for this major. However, courses designated as critical (!) must be completed in the semester listed to ensure a timely graduation.

<table>
<thead>
<tr>
<th>Semester One</th>
<th>Credits</th>
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<tr>
<td>or CS 13011</td>
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</tr>
<tr>
<td>and</td>
<td></td>
</tr>
<tr>
<td>or CS 13012</td>
<td></td>
</tr>
<tr>
<td>MATH 12002</td>
<td>5</td>
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<td>UC 10001</td>
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<tr>
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</table>
### Cybersecurity Concentration

This roadmap is a recommended semester-by-semester plan of study for this major. However, courses designated as critical (!) must be completed in the semester listed to ensure a timely graduation.

<table>
<thead>
<tr>
<th>Semester One</th>
<th>Credits</th>
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<tbody>
<tr>
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<tr>
<td>or CS 13011</td>
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<tr>
<td>and</td>
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<tr>
<td>CS 13012</td>
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<td>COMPUTER SCIENCE I: PROGRAMMING AND PROBLEM SOLVING</td>
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<tr>
<td>or COMPUTER SCIENCE IA: PROCEDURAL PROGRAMMING</td>
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<td>MATH 12002</td>
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<td>ANALYTIC GEOMETRY AND CALCULUS I (KMCR)</td>
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<tr>
<th>Semester Seven</th>
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<tbody>
<tr>
<td>! CS 49999</td>
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<tr>
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<tr>
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<td><strong>Credit Hours</strong></td>
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</table>

| Minimum Total Credit Hours: | 120 |

### Data Engineering Concentration

This roadmap is a recommended semester-by-semester plan of study for this major. However, courses designated as critical (!) must be completed in the semester listed to ensure a timely graduation.

<table>
<thead>
<tr>
<th>Semester One</th>
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<tbody>
<tr>
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</tr>
<tr>
<td>COMPUTER SCIENCE I: PROGRAMMING AND PROBLEM SOLVING</td>
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</tr>
<tr>
<td>or CS 13011</td>
<td></td>
</tr>
<tr>
<td>and</td>
<td></td>
</tr>
<tr>
<td>CS 13012</td>
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<tr>
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<td>FLASHES 101</td>
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<table>
<thead>
<tr>
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</thead>
<tbody>
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<tr>
<td>! CS 23022</td>
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<td>DISCRETE STRUCTURES FOR COMPUTER SCIENCE</td>
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<table>
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<td>3</td>
</tr>
<tr>
<td>OPERATING SYSTEMS</td>
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<tr>
<td>! CS 35101</td>
<td>3</td>
</tr>
<tr>
<td>COMPUTER ORGANIZATION</td>
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</tr>
<tr>
<td>CS 47221</td>
<td>3</td>
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<tr>
<td>INTRODUCTION TO CRYPTOLOGY</td>
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</tr>
<tr>
<td>MATH 21002</td>
<td>3</td>
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<tr>
<td>APPLIED LINEAR ALGEBRA</td>
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<tr>
<td>Foreign Language</td>
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<td><strong>Credit Hours</strong></td>
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<table>
<thead>
<tr>
<th>Semester Four</th>
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<tr>
<td>INTRODUCTION TO DATABASE SYSTEM DESIGN</td>
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<tr>
<td>! CS 35201</td>
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<tr>
<td>COMPUTER COMMUNICATION NETWORKS</td>
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<tr>
<td>CS 43203</td>
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</tr>
<tr>
<td>SYSTEMS PROGRAMMING</td>
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</tr>
<tr>
<td>! CS 44001</td>
<td>4</td>
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<tr>
<td>COMPUTER SCIENCE III PROGRAMMING PATTERNS</td>
<td>4</td>
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<tr>
<td>Foreign Language</td>
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<td><strong>Credit Hours</strong></td>
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<table>
<thead>
<tr>
<th>Semester Five</th>
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<tr>
<td>SOFTWARE ENGINEERING</td>
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<tr>
<td>! CS 33901</td>
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<tr>
<td>SOFTWARE ENGINEERING</td>
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<tr>
<td>! CS 33901</td>
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<td>! CS 33901</td>
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<td>Semester One</td>
<td>Credits</td>
</tr>
<tr>
<td>------------------------------------</td>
<td>---------</td>
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<tr>
<td>CS 13001 or CS 13011 and CS 13012</td>
<td>4</td>
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<tr>
<td>MATH 12002</td>
<td>5</td>
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<td>UC 10001</td>
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<td>Kent Core Requirement</td>
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<tr>
<td>General Elective</td>
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<td><strong>Credit Hours</strong></td>
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<table>
<thead>
<tr>
<th>Game Programming Concentration</th>
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<tbody>
<tr>
<td>This roadmap is a recommended</td>
<td></td>
</tr>
<tr>
<td>semester-by-semester plan of study</td>
<td></td>
</tr>
<tr>
<td>for this major. However, courses</td>
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<tr>
<td>designated as critical (!) must</td>
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<tr>
<td>be completed in the semester listed</td>
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<tr>
<td>to ensure a timely graduation.</td>
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<table>
<thead>
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<tr>
<td>CS 23022</td>
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<td>MATH 20011</td>
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<td>Kent Core Requirement</td>
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<tr>
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<td>CS 35201</td>
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<td>CS 44001</td>
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<tr>
<td>Science Elective</td>
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<tr>
<td>Foreign Language</td>
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<tr>
<td><strong>Credit Hours</strong></td>
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<th>Semester Five</th>
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<td>CS 38101</td>
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<td>CS 46101</td>
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<td>Science Elective</td>
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<td>General Elective</td>
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<table>
<thead>
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<td>Kent Core Requirement</td>
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<tr>
<td>Kent Core Requirement</td>
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<tr>
<td>Kent Core Requirement</td>
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<table>
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<td>Computer Science (CS) Upper-Division Elective (40000 level)</td>
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<td>General Elective</td>
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<td><strong>Credit Hours</strong></td>
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</table>

| Minimum Total Credit Hours:       | **120** |

| Computer Science - B.S.           |         |
Robotics and Embedded Systems Concentration
This roadmap is a recommended semester-by-semester plan of study for this major. However, courses designated as critical (!) must be completed in the semester listed to ensure a timely graduation.

<table>
<thead>
<tr>
<th>Semester One</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>! CS 13001 or CS 13011 and CS 13012</td>
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<td>! MATH 12002</td>
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</tr>
<tr>
<td>General Elective</td>
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<tr>
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<table>
<thead>
<tr>
<th>Semester Two</th>
<th>Credits</th>
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<tbody>
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<td>! CS 23001</td>
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</tr>
<tr>
<td>! CS 23022</td>
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</tr>
<tr>
<td>! MATH 12013</td>
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</tr>
<tr>
<td>! MATH 20011</td>
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<td>Kent Core Requirement</td>
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<td><strong>Credit Hours</strong></td>
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<th>Semester Three</th>
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<tbody>
<tr>
<td>! CS 33211</td>
<td>3</td>
</tr>
<tr>
<td>! CS 33301</td>
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</tr>
<tr>
<td>! CS 35101</td>
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<tr>
<td>! MATH 21002</td>
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<tr>
<td>Foreign Language</td>
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<tr>
<th>Semester Four</th>
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<tbody>
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<td>! CS 33007</td>
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<td>! CS 35201</td>
<td>3</td>
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<td>! CS 44001</td>
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<td>Foreign Language</td>
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<tbody>
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<td>! CS 33901</td>
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<tr>
<td>! CS 46101</td>
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<tr>
<td>Concentration Elective</td>
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<tr>
<td>Science Elective</td>
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<tr>
<td>Kent Core Requirement</td>
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<tr>
<td>! CS 33101 or CS 33302</td>
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<tr>
<td>! Science Elective</td>
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<tr>
<td>Kent Core Requirement</td>
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<td><strong>Credit Hours</strong></td>
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<table>
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<tbody>
<tr>
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<tr>
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<table>
<thead>
<tr>
<th>Semester Eight</th>
<th>Credits</th>
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<tbody>
<tr>
<td>CS 49999</td>
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<td>Kent Core Requirement</td>
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<tr>
<td>General Electives</td>
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<tr>
<td><strong>Credit Hours</strong></td>
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</tbody>
</table>

**Minimum Total Credit Hours:** 120

University Requirements
All students in a bachelor's degree program at Kent State University must complete the following university requirements for graduation.

NOTE: University requirements may be fulfilled in this program by specific course requirements. Please see Program Requirements for details.

<table>
<thead>
<tr>
<th>Requirement</th>
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<tbody>
<tr>
<td>Flashes 101 (UC 10001)</td>
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<tr>
<td>Diversity Domestic/Global (DIVD/DIVG)</td>
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<tr>
<td>Experiential Learning Requirement (ELR)</td>
<td>varies</td>
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<tr>
<td>Kent Core (see table below)</td>
<td>36-37 credit hours</td>
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<tr>
<td>Writing-Intensive Course (WIC)</td>
<td>1 course</td>
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<tr>
<td>Upper-Division Requirement</td>
<td>39 credit hours</td>
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<td>Total Credit Hour Requirement</td>
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**Kent Core Requirements**

<table>
<thead>
<tr>
<th>Requirement</th>
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<tr>
<td>Kent Core Composition (KCMP)</td>
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<tr>
<td>Kent Core Mathematics and Critical Reasoning (KMCR)</td>
<td>3</td>
</tr>
<tr>
<td>Kent Core Humanities and Fine Arts (KHUM/KFA) (min one course each)</td>
<td>9</td>
</tr>
<tr>
<td>Kent Core Social Sciences (KSS) (must be from two disciplines)</td>
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</tr>
<tr>
<td>Kent Core Basic Sciences (KBS/KLAB) (must include one laboratory)</td>
<td>6-7</td>
</tr>
<tr>
<td>Kent Core Additional (KADL)</td>
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</tr>
<tr>
<td><strong>Total Credit Hours:</strong></td>
<td><strong>36-37</strong></td>
</tr>
</tbody>
</table>

Program Learning Outcomes
Graduates of this program will be able to:

1. Analyze a complex computing problem and apply principles of computing and other relevant disciplines to identify solutions.
2. Design, implement and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.
3. Communicate effectively in a variety of professional contexts.
4. Recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles.
5. Function effectively as a member or leader of a team engaged in activities appropriate to the program’s discipline.
6. Apply computer science theory and software development fundamentals to produce computing-based solutions.

The educational objectives of the program are the following:

1. To have successful careers, constructed with sound ethical judgments and professional skills acquired in the program, while designing computing solutions and systems by applying principles of computing in areas such as software, hardware, network, data and algorithmic design.
2. To enjoy continued professional growth and advancement in the fast-evolving fields of computer science, built on the academic foundation and professional skills acquired in the program.
3. To become a lifelong learner staying abreast of emerging technologies, obtaining new skills and developing proficiencies with new software, networking and computing tools.
4. In addition to building a successful career, to also strive to be an impactful and contributing member of the global innovation ecosystem by applying the knowledge and skills of computer science, coupled with a well-rounded liberal education, and to practice ethical, legal and responsible computing, as acquired by the program, toward building a better and more inclusive world.

Full Description

The Bachelor of Science degree in Computer Science seeks to prepare students for careers as computing professionals, developing, managing and building software in a variety of industries, including finance, health care, entertainment, telecommunications and manufacturing. The U.S. Bureau of Labor Statistics lists the following as top occupation choices for computer science majors: computer network architect; software developer; information security analyst; database administrator; computer systems analyst; computer programmer; and network and computer systems administrator.

The Computer Science major includes the following optional concentrations:

- **The Cybersecurity concentration** prepares students to meet the security needs of industry and government through coursework that provides a thorough understanding of security, privacy and cryptographic techniques and protocols used in computing and communication.
- **The Data Engineering concentration** prepares students to perform the data analysis and modeling needed by organizations and to process structured, semi-structured and unstructured data using statistical and semantic analysis techniques to meet their employers’ needs.
- **The Game Programming concentration** provides students with a solid understanding of the algorithms, techniques and software used to construct interactive virtual environments. Students work in teams with content specialists and artists to develop the teamwork skills required in this multidisciplinary field, which includes a range of opportunities, from the game industry to education to training design.
- **The Robotics and Embedded Systems concentration** prepares students to work with devices that combine hardware and software.

Students may declare the program with no concentration and develop a plan of study to meet their educational and career goals.

Computer Science students may apply early to the M.S. degree in Computer Science and double count 9 credit hours of graduate courses toward both degree programs. See the Combined Bachelor’s/Master’s Degree Program policy in the University Catalog for more information.