

School of Computer Science

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 Undergraduate Office: GHC 4115
<https://www.csd.cs.cmu.edu/academics/undergraduate/overview>

Carnegie Mellon founded one of the first Computer Science departments in the world in 1965. As research and teaching in computing grew at a tremendous pace at Carnegie Mellon, the university formed the School of Computer Science at the end of 1988. Carnegie Mellon was one of the first universities to elevate Computer Science into its own academic college at the same level as the Mellon College of Science and the College of Engineering. Today, the School of Computer Science consists of seven departments and institutes, including the Computer Science Department that started it all, along with the Human-Computer Interaction Institute, the Institute for Software Research, the Computational Biology Department, the Language Technologies Institute, the Machine Learning Department, and the Robotics Institute. Together, these units make the School of Computer Science a world leader in research and education.

The School of Computer Science offers the following majors and minors:

- B.S. in Computer Science
- B.S. in Computational Biology
- Bachelor's in Computer Science and Art (joint with the College of Fine Arts)
- Additional major in Computer Science
- Additional major in Human-Computer Interaction
- Additional major in Robotics
- Minor in Computer Science
- Minor in Computational Biology
- Minor in Human-Computer Interaction
- Minor in Language Technologies
- Minor in Machine Learning
- Minor in Neural Computation
- Minor in Robotics
- Minor in Software Engineering

Information for these majors and minors can be found through the navigation menu or through the links below:

- Computer Science (<http://coursecatalog.web.cmu.edu/schoolofcomputerscience/undergraduatecomputerscience>) (B.S. degree, additional major, minor)
- Computational Biology (<http://coursecatalog.web.cmu.edu/schoolofcomputerscience/undergraduatecomputationalbiology>) (B.S. degree, minor)
- Additional SCS majors and minors (<http://coursecatalog.web.cmu.edu/schoolofcomputerscience/addlmajorsminors>)

Students who apply to, and are directly admitted into, the School of Computer Science can choose between two primary majors, Computer Science or Computational Biology. Students admitted into the School of Computer Science and the College of Fine Arts are also given the option to pursue a joint major in Computer Science and Art. Suitably prepared students from other Carnegie Mellon colleges are eligible to apply for internal transfer to the School of Computer Science and will be considered for transfer if grades in specific requirements are sufficiently high and space is available. Computation-oriented programs are also available within the Mellon College of Science, the Dietrich College of Humanities and Social Sciences, the College of Engineering and the College of Fine Arts.

SCS Policies & Procedures

School of Computer Science (SCS) Academic Standards and Actions

Grading Practices

Grades given to record academic performance in SCS are detailed under Grading Practices at <http://coursecatalog.web.cmu.edu/servicesandoptions/undergraduateacademicregulations/>

Dean's List

SCS recognizes each semester those undergraduates who have earned outstanding academic records by naming them to the Dean's List. The

criterion for such recognition is a quality point average of at least 3.75 while completing a minimum of 36 factorable units and earning no incomplete grades.

Academic Actions

In the first year, quality point averages below 1.75 in either semester invoke an academic action. For all subsequent semesters an academic action will be taken if the semester quality point average or the cumulative quality point average (excluding the first year) is below 2.00.

Probation: The action of probation will be taken in the following cases based on QPA:

1. One semester of the first year is below 1.75 QPA;
2. The semester QPA of a student in good standing beyond the first year falls below 2.00.

The term of probation is one semester as a full-time student. First year students are no longer on probation at the end of the second semester if the second semester's QPA is 1.75 or above. Students in the third or subsequent semester of study are no longer on probation at the end of one semester if the semester QPA and cumulative QPA (excluding the first year) are 2.00 or above.

Probation Continued: A student who has had one semester on probation and is not yet meeting minimum requirements but whose record indicates that the standards are likely to be met at the end of the next semester of study is occasionally continued on probation. This action is normally taken only when a student's semester QPA is above 2.0 but their cumulative QPA is not yet above 2.0.

Suspension: A student who does not meet minimum standards based on QPA at the end of one semester of probation will be suspended:

- A first year student will be suspended if the QPA from each semester is below 1.75.
- A student on probation in the third or subsequent semester of study will be suspended if the semester QPA is below 2.00.

The minimum period of suspension is one academic year (two non-summer semesters). At the end of that period a student may return to school (on probation) by:

1. completing a Return from Leave form from the HUB,
2. submitting an additional written statement to the SCS Assistant Dean for Undergraduate Education, minimum one page, that outlines what the student did while on leave to address the issues that led to the suspension and that would indicate future success on return, and
3. written approval from the student's academic advisor and the Assistant Dean for Undergraduate Education, in consultation with the Office of Student Affairs and the Office of International Education as appropriate.

Students who have been suspended or have withdrawn are required to absent themselves from the campus (including residence halls and Greek houses) within a maximum of two days after the action and to remain off the campus for the duration of the time specified. This action includes debarment from part-time or summer courses at the university for the duration of the period of the action. Although suspended students may not hold student jobs, students on academic suspension may, under certain circumstances, have a non-student job with the university. Students on disciplinary or administrative suspension may not.

Drop: This is a permanent severance. Students who have been suspended and who fail to meet minimum standards in the semester that they return to school will be dropped.

Students who have been dropped are required to absent themselves from the campus (including residence halls and Greek houses) within a maximum of two days after the action.

Other Actions: In addition to academic actions based on QPA, the Associate Dean for Undergraduate Education may place students on probation, or subsequent suspension, if they do not demonstrate reasonable progress through the core CS curriculum (e.g., not completing a CS core class after 3 attempts, or not completing the required CS 100-level core courses by the end of the sophomore year). Students are encouraged to consult with their academic advisor about any concerns with regard to lack of progress in the CS major.

The relation indicated above between probation, suspension and drop is nominal. In unusual circumstances, SCS College Council may suspend or drop a student without prior probation.

Return from Leave of Absence

SCS undergraduate students returning from a leave of absence are required to submit a Return from Leave of Absence form to the CS Undergraduate Office for approval by the student's academic advisor and the SCS Assistant Dean for Undergraduate Education. In addition, the student must also supply a letter that explains the reason for the leave, the actions that were performed during the leave to prepare the student for a successful return, and a description of the on-campus resources, if required, that would be used by the student in order to increase the likelihood of success. Students returning from a leave are also encouraged to provide two letters of support from people close to the student (e.g. family, friends, clergy, teachers, coaches, others as appropriate). Requests to return are reviewed by the student's academic advisor, the Assistant Dean and the Student Affairs liaison to determine eligibility and any resources that need to be put into place to assist the student upon return. Contact the CS Undergraduate Office for more information.

Transfer into SCS / CS Dual-degree

Undergraduate students admitted to colleges at CMU other than SCS and wishing to transfer to Computer Science or pursue a dual degree in Computer Science should consult with the SCS Assistant Dean for Undergraduate Education during their first year. Students wishing to transfer to Computational Biology or pursue a dual degree in Computational Biology should consult with the Assistant Department Head for Education in the Computational Biology Department during their first year. See the individual program pages for Computer Science (<http://coursecatalog.web.cmu.edu/schoolofcomputerscience/undergraduatecomputerscience/>) and Computational Biology (<http://coursecatalog.web.cmu.edu/schoolofcomputerscience/undergraduatecomputationalbiology/>) for locations.

- For the Computer Science major, students must complete in 21-127 (or equivalent), 15-122, 15-150, 15-210, 15-213, 15-251 with an overall QPA over these six courses of 3.6 or higher and an overall QPA of at least 3.0 in order to apply for transfer or dual degree.
- For the Computational Biology major, students must complete 21-127 (or equivalent), 15-122, 15-251, 15-351 (or 15-210*), 03-121 and 02-250 with an overall QPA over these six courses of 3.6 or higher and an overall QPA of at least 3.0 in order to apply for transfer or dual degree. (*Students who take 15-210 will need to also take 15-150; this course is not required for the B.S. in Computational Biology but can count as an elective.)

Students may apply for transfer by the mid-semester break in the semester when the last of the six required courses will be completed. In the case of courses in progress, the mid-semester grades will be used in the QPA calculation. The decision to allow transfer or dual degree will be made by committee based on the student's academic performance (in the specified courses and in their courses overall if necessary), additional involvement in SCS and other computing-related activities, and availability of space in the student's class level. Students should consult the CS Undergraduate Program office for complete information concerning minimum requirements, instructions and deadlines.

Procedure for transfer of students from another university into SCS: A student should first apply through the Office of Admission. If the Office of Admission believes the applicant is acceptable, the student's record is sent to SCS for evaluation. Admission is based on seat availability, overall academic performance from the student's current institution, and the application material. It is important to note that extremely few external transfers are admitted to the SCS program at Carnegie Mellon University.

Graduation Requirements

1. A requirement for graduation is the completion of the program specified for a degree with a cumulative quality point average of 2.00 or higher for all courses taken after the first year.
2. Students must be recommended for a degree by the faculty of SCS.
3. A candidate for the bachelor's degree must complete at the University a minimum of four semesters of full-time study, or the equivalent of part-time study, comprising at least 180 units of course work.
4. Students will be required to have met all financial obligations to the university before being awarded a degree.

Modification of Graduation Requirements: A student may seek permission to modify graduation requirements by petition to the SCS College Council.

General Education Requirements

Science and Engineering

See the individual program pages for Computer Science (<http://coursecatalog.web.cmu.edu/schoolofcomputerscience/undergraduatecomputerscience/>) and Computational Biology (<http://coursecatalog.web.cmu.edu/schoolofcomputerscience/undergraduatecomputationalbiology/>) for general education requirements in the fields of science and engineering.

Humanities and Arts

All candidates for a B.S. degree in the School of Computer Science must complete a minimum of 63 units offered by the College of Humanities & Social Sciences and/or the College of Fine Arts as prescribed below. Students pursuing a Bachelor's in Computer Science and Art (<http://coursecatalog.web.cmu.edu/servicesandoptions/intercollegeprograms/bxaintercollege/#bcscurriculumtext>) should consult the general education requirements for that program.

A. Writing Requirement (9 units)

Complete the following course:

76-101	Interpretation and Argument (or 76-102 Advanced First Year Writing, by invitation only)	9
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B. Breadth Requirement (minimum 27 units: 9 units each)

Complete three courses, one each from Category 1, Category 2, and Category 3:

Category 1: Cognition, Choice and Behavior - this requirement explores the process of thinking, decision making, and behavior in the context of the individual.

70-311	Organizational Behavior	9
80-130	Introduction to Ethics	9
80-150	Nature of Reason	9
80-180	Nature of Language	9
80-221	Philosophy of Social Science	9
80-230	Ethical Theory	9
80-241	Ethical Judgments in Professional Life	9
80-242	Conflict and Dispute Resolution	9
80-270	Philosophy of Mind	9
80-271	Philosophy and Psychology	9
80-275	Metaphysics	9
80-281	Language and Thought	9
85-102	Introduction to Psychology	9
85-211	Cognitive Psychology	9
85-221	Principles of Child Development	9
85-241	Social Psychology	9
85-251	Personality	9
85-261	Abnormal Psychology	9
88-120	Reason, Passion and Cognition	9
88-260	Organizations	9

Category 2: Economic, Political and Social Institutions - this requirement explores the processes by which institutions organize individual preferences and actions into collective outcomes.

19-101	Introduction to Engineering and Public Policy	12
36-303	Sampling, Survey and Society	9
70-332	Business, Society and Ethics	9
73-102	Principles of Microeconomics	9
73-103	Principles of Macroeconomics	9
79-299	From Newton to the Nuclear Bomb: History of Science, 1750-1950	9
79-300	History of American Public Policy	9
79-320	Women, Politics, and Protest	9
79-331	Body Politics: Women and Health in America	9
80-135	Introduction to Political Philosophy	9
80-136	Social Structure, Public Policy & Ethics	9
80-243	Ethics of Leadership	9
80-244	Environmental Ethics	9

80-245	Medical Ethics	9
80-324	Philosophy of Economics	9
80-334	Social and Political Philosophy	9
80-341	Computers, Society and Ethics	9
84-104	Decision Processes in American Political Institutions	9
84-275	Comparative Politics	9
84-310	International Political Economy and Organizations	9
84-320	Domestic Politics and International Affairs	9
84-322	Nonviolent Conflict and Revolution	9
84-324	Democracies and War	9
84-362	Diplomacy and Statecraft	9
84-380	Grand Strategy in the United States	9
84-386	The Privatization of Force	9
84-389	Terrorism and Insurgency	9
84-393	Legislative Decision Making: US Congress	9
84-402	Judicial Politics and Behavior	9
84-414	International and Subnational Security	9
88-220	Policy Analysis I	9
88-257	Experimental Economics	9

Category 3: Cultural Analysis - this requirement seeks to recognize cultures that have shaped and continue to shape the human experience; courses in this category are usually either broad in place, time, or cultural diversity.

57-173	Survey of Western Music History	9
60-205	Critical Theory in Art III	9
70-342	Managing Across Cultures	9
76-221	Books You Should Have Read By Now	9
76-227	Comedy	9
76-232	Introduction to African American Literature	9
76-239	Introduction to Film Studies	9
76-241	Introduction to Gender Studies	9
79-104	Global Histories	9
79-201	Introduction to Anthropology	9
79-202	Flesh and Spirit: Early Modern Europe, 1400-1750	9
79-207	Development of European Culture	9
79-222	Between Revolutions: The Development of Modern Latin America	9
79-226	African History: Earliest Times to 1780	9
79-229	Origins of the Arab-Israeli Conflict, 1880-1948	9
79-230	Arab-Israeli Conflict and Peace Process since 1948	9
79-240	Development of American Culture	9
79-241	African American History: Africa to the Civil War	9
79-242	African American History: Reconstruction to the Present	9
79-255	Irish History	9
79-261	The Last Emperors: Chinese History and Society, 1600-1900	9
79-262	Modern China: From the Birth of Mao ... to Now	9
79-265	Russian History: From the First to the Last Tsar	9
79-282	Europe and the World since 1800	9
79-316	Photography, the First 100 Years, 1839-1939	9
79-345	Roots of Rock & Roll	9
79-350	Early Christianity	9
79-395	The Arts in Pittsburgh	9
79-396	Music and Society in 19th and 20th Century Europe and the U.S.	9
80-100	Introduction to Philosophy	9
80-250	Ancient Philosophy	9
80-251	Modern Philosophy	9
80-253	Continental Philosophy	9
80-254	Analytic Philosophy	9
80-255	Pragmatism	9

80-261	Empiricism and Rationalism	9
80-276	Philosophy of Religion	9
82-273	Introduction to Japanese Language and Culture	9
82-293	Introduction to Russian Culture	9
82-303	Introduction to French Culture	9
82-304	The Francophone World	9
82-327	The Emergence of the German Speaking World	9
82-333	Introduction to Chinese Language and Culture	9
82-342	Spain: Language and Culture	9
82-343	Latin America: Language and Culture	9
82-344	U.S. Latinos: Language and Culture	9
82-345	Introduction to Hispanic Literary and Cultural Studies	9

C. Humanities and Arts Electives (minimum 27 units)

Complete 3 non-technical courses of at least 9 units each from any of the departments in the College of Humanities & Social Sciences or the College of Fine Arts. Some of the courses taught in these units are considered technical courses and may not be used to satisfy this requirement (see Deletions below). Additionally, a select set of courses from Business Administration and from Environmental and Public Policy can also count for this requirement (see Additions below). Students may combine humanities/arts courses with lower units together to form a single course of 9 units or more. Students are encouraged, but not required, to take courses from different departments to gain additional breadth and to create new opportunities for engagement with the university community.

The most up-to-date list of additions and deletions can be found at <http://www.csd.cs.cmu.edu/content/bcs-humanities-and-arts-requirements> and supersedes the lists given below. Consult with a CS undergraduate advisor for additional information.

Deletions

The following courses may not count toward the Humanities and Arts requirement in SCS due to the technical (computing and/or mathematical) nature of the courses:

36-200	Reasoning with Data	9
36-201	Statistical Reasoning and Practice	9
36-202	Methods for Statistics and Data Science	9
36-207	Probability and Statistics for Business Applications	9
36-208	Regression Analysis	9
36-217	Probability Theory and Random Processes	9
36-220	Engineering Statistics and Quality Control	9
36-225	Introduction to Probability Theory	9
36-226	Introduction to Statistical Inference	9
36-247	Statistics for Lab Sciences	9
36-303	Sampling, Survey and Society	9
36-304	Biostatistics	9
36-309	Experimental Design for Behavioral and Social Sciences	9
36-314	Biostatistics	9
36-315	Statistical Graphics and Visualization	9
36-326	Mathematical Statistics (Honors)	9
36-350	Statistical Computing	9
36-401	Modern Regression	9
36-402	Advanced Methods for Data Analysis	9
36-410	Introduction to Probability Modeling	9
36-428	Time Series	6
36-459	Statistical Models of the Brain	12
36-461	Special Topics: Statistical Methods in Epidemiology	9
36-462	Special Topics: Data Mining	9
36-463	Special Topics: Multilevel and Hierarchical Models	9
36-464	Special Topics: Applied Multivariate Methods	9
36-468	Special Topics	9
36-490	Undergraduate Research	9
36-492	Topic Detection and Document Clustering	6
36-494	Astrostatistics	6
51-224	CD: Web Design	9

51-257	Introduction to Computing for Creative Practices	10
51-327	Introduction to Web Design	9
51-328	Advanced Web Design	9
67-201	Introduction to Information Security and Management	9
67-205	Principles of Front End Engineering	6
67-211	Introduction to Business Systems Programming	6
67-240	Mobile Web Design & Development	9
67-250	The Information Systems Milieux	9
67-260	Visualizing Complex Information	6
67-262	Database Design and Development	9
67-265	Design Fundamentals I: Shaping Interactions and Experiences	9
67-272	Application Design and Development	9
67-279	Introduction to Geographical Information Systems	6
67-280	Special Topics: Information System Security	9
67-300	Special Topics: Search Engines	6
67-301	Networks and Telecommunications	9
67-304	Database Design and Implementation	6
67-306	Special Topics: Management of Computer and Information Systems	6
67-308	Innovation Studio: Health Care Information Systems	9
67-309	Special Topics	6
67-311	Database Design and Implementation	9
67-312	Strategic Information Systems Management	9
67-313	Special Topics: Information Technology Audits and Controls	9
67-315	Interaction Design for the Web	9
67-316	Human Computer Interface Design and Testing	9
67-317	Mobile Web Development and Usability Testing	9
67-318	Business Process Modeling and Implementation	9
67-319	Global Technology Consulting Groundwork	3
67-321	Social Informatics	6
67-323	Enterprise Systems: Concepts and Practice	9
67-324	Accelerating Innovation and Entrepreneurship	9
67-327	Web Application Security	6
67-328	Mobile to Cloud: Building Distributed Applications	9
67-329	Contemporary Themes in Global Systems	9
67-330	Technology Consulting in the Community	9
67-331	Technology Consulting in the Global Community	3
67-340	Mobile Web Design & Development	9
67-344	Organizational Intelligence in the Information Age	9
67-352	Electronic Business	9
67-353	IT & Environmental Sustainability	6
67-354	Information Systems and Sustainability	9
67-356	Design for Behavioral Change	9
67-357	Healthcare Analytics and Big Data	9
67-358	Technologies in Service Design	9
67-359	Design Fundamentals II	9
67-360	Applied Analytics	9
67-361	Big Data & Sustainability	6
67-362	Big Data and Analytics	9
67-364	Practical Data Science	9
67-370	Intelligent Decision Support Systems	9
67-371	Fundamentals of System Development	9
67-372	Principles of Database Systems	9
67-373	Software Development Project	12
67-379	Principles of Geographic Information Systems	9
67-381	The Designed World	9
67-390	Independent Study in Information Systems	Var.

67-440	IDEaTe Mobile Application Design & Development	9
67-442	Mobile Application Development in iOS	9
67-474	Tech Startup Launchpad	9
67-475	Innovation in Information Systems	12
67-490	Practicum in Information Systems	Var.
73-230	Intermediate Microeconomics	9
73-240	Intermediate Macroeconomics	9
73-274	Econometrics I	9
73-347	Game Theory for Economists	9
73-374	Econometrics II	9
76-388	Topics in Digital Humanities: Coding for Humanities	9
76-481	Introduction to Multimedia Design	12
76-487	Web Design	12
80-110	Nature of Mathematical Reasoning	9
80-210	Logic and Proofs	9
80-211	Logic and Mathematical Inquiry	9
80-212	Arguments and Logical Analysis	9
80-222	Measurement and Methodology	9
80-223	Causality and Probability	9
80-310	Formal Logic	9
80-311	Undecidability and Incompleteness	9
80-314	Logic and Artificial Intelligence	9
80-315	Modal Logic	9
80-316	Causation Probability & AI	9
80-405	Game Theory	9
80-411	Proof Theory	9
80-413	Category Theory	9
80-414	Seminar on Computability	9
80-521	Seminar on Formal Epistemology	Var.
85-213	Human Information Processing and Artificial Intelligence	9
85-219	Biological Foundations of Behavior	9
85-370	Perception	9
85-414	Cognitive Neuropsychology	9
88-251	Empirical Research Methods	9
88-316	Game Theory	9

Additions

The following courses outside of Dietrich College and the College of Fine Arts may count toward the Humanities and Arts requirement in SCS:

08-532	Law of Computer Technology	9
08-533	Privacy Policy, Technology and Law	9
19-101	Introduction to Engineering and Public Policy	12
19-402	Telecommunications Technology, Policy & Management	12
19-403	Policies of Wireless Systems	12
19-411	Global Competitiveness: Firms, Nations and Technological Change	9
32-102	Seapower and Maritime Affairs	6
32-201	Leadership & Management	9
32-402	Leadership and Ethics	9
70-160	Graphic Media Management	9
70-311	Organizational Behavior	9
70-321	Negotiation and Conflict Resolution	9
70-332	Business, Society and Ethics	9
70-340	Business Communications	9
70-341	Organizational Communication	9
70-342	Managing Across Cultures	9
70-345	Business Presentations	9
70-350	Acting for Business	9
70-364	Business Law	9
70-365	International Trade and International Law	9
70-381	Marketing I	9
70-430	International Management	9
99-238	Materials, Energy and Environment	9

Faculty

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