

# School of Computer Science

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 Undergraduate Office: GHC 4115  
<https://www.cs.cmu.edu/undergraduate-programs>

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. Recently, the School of Computer Science launched two new undergraduate majors: Computational Biology and Artificial Intelligence. These new majors, along with the highly-ranked Computer Science major, give students in the School of Computer Science distinct paths in the field of computing with ample opportunities in industry and advanced research.

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

- B.S. in Artificial Intelligence
- B.S. in Computational Biology
- B.S. in Computer Science
- Bachelor's in Computer Science and Art (joint with the College of Fine Arts)
- Additional major in Computational Biology
- 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:

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

Students who apply to, and are directly admitted into, the School of Computer Science can choose between three primary majors: Artificial Intelligence, Computational Biology or Computer Science. 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 (for Computational Biology or 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 Undergraduate Academic Regulations (<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 curriculum of their major (e.g., not completing a core class after 3 attempts, not completing the required 100-level core courses by the end of the sophomore year, etc.). Students are encouraged to consult with their academic advisor about any concerns with regard to lack of progress in their chosen SCS 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.

## Internal Transfer within SCS

First year students admitted to SCS are considered undeclared during their first year. These students declare their SCS major in the second semester of their freshman year. SCS students who wish to transfer from one SCS major to another SCS major may do so by applying for transfer by mid-semester break during the semester the transfer is desired. These students should consult with their academic advisor and the program director of the intended major for more information about specific course requirements and academic plans. Internal SCS transfers do not have any grade requirements. Transfers are approved based on demonstrated interest, ability, and available space in the intended major.

## Transfer into SCS / Dual-degree with SCS from non-SCS programs within CMU

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 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.)
- At this time, no transfers will be allowed into the Artificial Intelligence program for non-SCS students. Consult with the program director of the Artificial Intelligence major for any changes to this policy at the start of each academic year.

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 office of the Assistant Dean for Undergraduate Education for complete information concerning minimum requirements, instructions and deadlines.

## External Transfer into SCS from non-CMU programs

A student currently enrolled at another university or college who wishes to transfer to SCS 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, ability to complete the rigorous SCS program on time, and the application material including recommendations and reflection essay. It is important to note that extremely few external transfers are admitted to the SCS program at Carnegie Mellon University. At this time, no transfers will be allowed into the Artificial Intelligence program for non-CMU students. External transfers who are admitted for Computer Science or Computational Biology may not subsequently transfer into the Artificial Intelligence program due to high demand within CMU.

## 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.

A student who does not meet the QPA requirement above must petition SCS College Council for a waiver of the first requirement.

## General Education Requirements

All undergraduate degrees in the School of Computer Science include depth in their particular field of study but also breadth through the general education requirements. General education requirements are part of SCS degrees to give students an opportunity to learn more about the world from scientific and humanistic points of view. These additional skills are useful for graduates since computing is often embedded in domains that are not entirely within the bounds of computing. SCS students will need to use their computing skills to solve problems alongside scientists and engineers, artists, social and cognitive scientists, historians, linguists, economists and business experts, and SCS students will need to communicate effectively and understand the ethical implications of their work. The general education requirements help SCS students gain this broad perspective so they can work well in a wide variety of domains.

## Science and Engineering

All candidates for a B.S. degree in the School of Computer Science must complete a minimum of 36 units offered by the Mellon College of Science and/or the College of Engineering (CIT).

### Computational Biology majors

For Computational Biology majors, consult the Computational Biology (<http://coursecatalog.web.cmu.edu/schoolofcomputerscience/undergraduatecomputationalbiology>) program page for specific science and engineering requirements.

### Artificial Intelligence and Computer Science majors

For Artificial Intelligence and Computer Science majors, four courses in science and engineering are required, 9 units or more for each course, at least one course must have a laboratory component and at least two courses must be from the same department.

Non-lab courses that can be taken by AI and CS majors to satisfy this requirement are given in the list below. (Consult your academic advisor for additional choices available each semester.)



|        |                                 |   |
|--------|---------------------------------|---|
| 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 |

Category 1A (for Artificial Intelligence majors): Cognitive Studies - this requirement explores how the brain and the mind work.

|        |  |   |
|--------|--|---|
| 85-211 | Cognitive Psychology                                     | 9 |
| 85-213 | Human Information Processing and Artificial Intelligence | 9 |
| 85-370 | Perception   | 9 |
| 85-390 | Human Memory   | 9 |
| 85-408 | Visual Cognition   | 9 |
| 85-412 | Cognitive Modeling                                       | 9 |
| 85-421 | Language and Thought                                     | 9 |
| 85-426 | Learning in Humans and Machines                          | 9 |

Category 2 (all SCS majors): 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  |
| 79-341 | The Cold War in Documents and Film                             | 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  |
| 80-341 | Computers, Society and Ethics                                  | 9  |
| 84-104 | Decision Processes in American Political Institutions          | 9  |
| 84-275 | Comparative Politics   | 9  |
| 84-310 | International Political Economy                                | 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  |
| 84-402 | Judicial Politics and Behavior                                 | 9  |
| 84-414 | International and Subnational Security                         | 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 |
| 79-223 | Mexico: From the Aztec Empire to the Drug War                  | 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 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 |
| 79-261 | 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 |
| 79-333 | Sex, Gender & Anthropology                                     | 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 & 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 unconstrained electives in Humanities and Arts in SCS due to the technical (computing and/or mathematical) nature of the courses:

|        |  |   |
|--------|--|---|
| 36-200 | Reasoning with Data                                  | 9 |
| 36-202 | Statistics & Data Science Methods                    | 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    | 76-388  | Topics in Digital Humanities: Coding for Humanists              | 9    |
| 36-226 | Introduction to Statistical Inference                          | 9    | 76-481  | Introduction to Multimedia Design                               | 12   |
| 36-247 | Statistics for Lab Sciences                                    | 9    | 76-487  | Web Design  | 12   |
| 36-303 | Sampling, Survey and Society                                   | 9    | 80-110  | Nature of Mathematical Reasoning                                | 9    |
| 36-304 | Biostatistics  | 9    | 80-210  | Logic and Proofs  | 9    |
| 36-309 | Experimental Design for Behavioral & Social Sciences           | 9    | 80-211  | Logic and Mathematical Inquiry                                  | 9    |
| 36-314 | Biostatistics  | 9    | 80-222  | Measurement and Methodology                                     | 9    |
| 36-315 | Statistical Graphics and Visualization                         | 9    | 80-223  | Causality and Probability                                       | 9    |
| 36-326 | Mathematical Statistics (Honors)                               | 9    | 80-310  | Formal Logic  | 9    |
| 36-350 | Statistical Computing  | 9    | 80-311  | Undecidability and Incompleteness                               | 9    |
| 36-401 | Modern Regression  | 9    | 80-314  | Logic and Artificial Intelligence                               | 9    |
| 36-402 | Advanced Methods for Data Analysis                             | 9    | 80-315  | Modal Logic   | 9    |
| 36-410 | Introduction to Probability Modeling                           | 9    | 80-405  | Game Theory   | 9    |
| 36-428 | Time Series  | 6    | 80-411  | Proof Theory  | 9    |
| 36-459 | Statistical Models of the Brain                                | 12   | 80-413  | Category Theory   | 9    |
| 36-461 | Special Topics: Statistical Methods in Epidemiology            | 9    | 80-521  | Seminar on Formal Epistemology                                  | Var. |
| 36-462 | Special Topics: Data Mining                                    | 9    | 85-213  | Human Information Processing and Artificial Intelligence        | 9    |
| 36-463 | Special Topics: Multilevel and Hierarchical Models             | 9    | 85-219  | Biological Foundations of Behavior                              | 9    |
| 36-464 | Special Topics: Applied Multivariate Methods                   | 9    | 85-370  | Perception  | 9    |
| 36-468 | Special Topics   | 9    | 85-414  | Cognitive Neuropsychology                                       | 9    |
| 36-490 | Undergraduate Research   | 9    | 88-251  | Empirical Research Methods                                      | 9    |
| 36-492 | Topic Detection and Document Clustering                        | 6    | 88-316  | Game Theory   | 9    |
| 36-494 | Astrostatistics  | 6    |   |   |      |
| 51-224 | CD: Web Design   | 9    | <b>Additions</b>  |   |      |
| 51-257 | Introduction to Computing for Creative Practices               | 10   | The following courses outside of Dietrich College and the College of Fine Arts may count toward the Humanities and Arts requirement in SCS: |   |      |
| 51-327 | Design Center: Introduction to Web Design                      | 9    | 17-333  | Privacy Policy, Law, and Technology (formerly 08-533)           | 9    |
| 51-328 | Advanced Web Design  | 9    | 17-562  | Law of Computer Technology (formerly 08-532)                    | 9    |
| 67-211 | Introduction to Business Systems Programming                   | 6    | 19-101  | Introduction to Engineering and Public Policy                   | 12   |
| 67-240 | Mobile Web Design & Development                                | 9    | 19-402  | Telecommunications Technology and Policy for the Internet Age   | 12   |
| 67-250 | The Information Systems Milieux                                | 9    | 19-403  | Policies of Wireless Systems                                    | 12   |
| 67-261 | Information Design Fundamentals                                | 9    | 19-411  | Global Competitiveness: Firms, Nations and Technological Change | 9    |
| 67-262 | Database Design and Development                                | 9    | 32-102  | Seapower and Maritime Affairs                                   | 6    |
| 67-272 | Application Design and Development                             | 9    | 32-201  | Leadership & Management   | 9    |
| 67-279 | Introduction to Geographical Information Systems               | 6    | 32-402  | Leadership and Ethics   | 9    |
| 67-306 | Special Topics: Management of Computer and Information Systems | 6    | 70-160  | Graphic Media Management  | 9    |
| 67-308 | Innovation Studio: Health Care Information Systems             | 9    | 70-311  | Organizational Behavior   | 9    |
| 67-309 | Special Topics: Information Assurance and Security             | 6    | 70-321  | Negotiation and Conflict Resolution                             | 9    |
| 67-317 | Mobile Web Development and Usability Testing                   | 9    | 70-332  | Business, Society and Ethics                                    | 9    |
| 67-319 | Global Technology Consulting Groundwork                        | 3    | 70-340  | Business Communications   | 9    |
| 67-324 | Accelerating Innovation and Entrepreneurship                   | 9    | 70-341  | Team Dynamics and Leadership                                    | 9    |
| 67-327 | Web Application Security                                       | 6    | 70-342  | Managing Across Cultures  | 9    |
| 67-328 | Mobile to Cloud: Building Distributed Applications             | 9    | 70-345  | Business Presentations  | 9    |
| 67-329 | Contemporary Themes in Global Systems                          | 9    | 70-350  | Acting for Business   | 9    |
| 67-330 | Technology Consulting in the Community                         | 9    | 70-364  | Business Law  | 9    |
| 67-331 | Technology Consulting in the Global Community                  | 3    | 70-365  | International Trade and International Law                       | 9    |
| 67-344 | Organizational Intelligence in the Information Age             | 9    | 70-381  | Marketing I   | 9    |
| 67-353 | IT & Environmental Sustainability                              | 6    | 70-430  | International Management  | 9    |
| 67-364 | Practical Data Science   | 9    | 99-238  | Materials, Energy and Environment                               | 9    |
| 67-373 | Information Systems Consulting Project                         | 12   |   |   |      |
| 67-390 | Independent Study in Information Systems                       | Var. |   |   |      |
| 67-391 | Independent Study in Information Systems                       | Var. |   |   |      |
| 67-440 | IDeATe Mobile Application Design & Development                 | 9    |   |   |      |
| 67-442 | Mobile Application Development in iOS                          | 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    |   |   |      |

## Research and Teaching Faculty

UMUT ACAR, Associate Professor, Computer Science Department – Ph.D., Carnegie Mellon University; Carnegie Mellon, 2012–

ANIL ADA, Assistant Teaching Professor, Carnegie Mellon University – Ph.D., McGill University; Carnegie Mellon, 2014–

HENNY ADMONI, Assistant Professor, Robotics Institute – Ph.D., Yale University; Carnegie Mellon, 2017–

YUVRAJ AGARWAL, Assistant Professor, Institute for Software Research – Ph.D., University of California, San Diego; Carnegie Mellon, 2013–

JONATHAN ALDRICH, Professor, Institute for Software Research – Ph.D., University Of Washington; Carnegie Mellon, 2003–

- VINCENT ALEVEN, Professor, Human-Computer Interaction Institute – Ph.D., University Of Pittsburgh; Carnegie Mellon, 2000–
- DAVID ANDERSEN, Professor, Computer Science Department – Ph.D., Massachusetts Institute Of Technology; Carnegie Mellon, 2005–
- JOHN ANDERSON, R.K. Mellon University Professor – Ph.D., Stanford University; Carnegie Mellon, 1978–
- DIMITRIOS APOSTOLOPOULOS, Senior Systems Scientist, Robotics Institute – Ph.D., Carnegie Mellon University; Carnegie Mellon, 1989–
- CHRISTOPHER ATKESON, Professor, Robotics Institute – Ph.D., Massachusetts Institute Of Technology; Carnegie Mellon, 2000–
- JAMES BAGNELL, Associate Professor, Robotics Institute – Ph.D., Carnegie Mellon University; Carnegie Mellon, 2004–
- MARIA FLORINA BALCAN, Associate Professor, Machine Learning Department – Ph.D., Carnegie Mellon University; Carnegie Mellon, 2014–
- STEPHANIE BALZER, Systems Scientist, Carnegie Mellon University – Ph.D., ETH Zurich; Carnegie Mellon, 2016–
- ZIV BAR-JOSEPH, Professor, Computational Biology Department – Ph.D., Massachusetts Institute Of Technology; Carnegie Mellon, 2003–
- MATTHEW BASS, Assistant Teaching Professor, Institute for Software Research – M.S., Carnegie Mellon University; Carnegie Mellon, 2012–
- LUJO BAUER, Associate Professor, Institute for Software Research – Ph.D., Princeton University; Carnegie Mellon, 2015–
- TIMO BAUMANN, Systems Scientist, Language Technologies Institute – Ph.D., Bielefeld University; Carnegie Mellon, 2017–
- NATHAN BECKMANN, Assistant Professor, Computer Science Department – Ph.D., Massachusetts Institute of Technology; Carnegie Mellon, 2017–
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