

School of Computer Science

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<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.)

02-223	Personalized Medicine: Understanding Your Own Genome (can be paired with a course in Biology 03-xxx for two courses in one department)	9	18-213	Introduction to Computer Systems	12
03-121	Modern Biology	9	18-345	Introduction to Telecommunication Networks	12
03-125	Evolution	9	18-411	Computational Techniques in Engineering	12
03-132	Basic Science to Modern Medicine	9	18-482	Telecommunications Technology and Policy for the Internet Age	12
03-133	Neurobiology of Disease	9	18-487	Introduction to Computer Security	12
06-100	Introduction to Chemical Engineering	12	18-540	Rapid Prototyping of Computer Systems	12
06-221	Thermodynamics	9	19-101	Introduction to Engineering and Public Policy	12
09-105	Introduction to Modern Chemistry I	10	19-211	Ethics and Policy Issues in Computing	9
09-106	Modern Chemistry II	10	19-325	Technology and Policy Writing for Lay Audiences	9
09-217	Organic Chemistry I	9	19-402	Telecommunications Technology and Policy for the Internet Age	12
09-218	Organic Chemistry II	9	19-411	Global Competitiveness: Firms, Nations and Technological Change	9
09-225	Climate Change: Chemistry, Physics and Planetary Science	9	19-432	Special Topics: Bitcoin and Cryptocurrencies	6
12-100	Introduction to Civil and Environmental Engineering	12	27-410	Computational Techniques in Engineering	12
12-201	Geology	9	33-100	Basic Experimental Physics	6
18-100	Introduction to Electrical and Computer Engineering	12	33-115	Physics for Future Physicists	9
18-220	Electronic Devices and Analog Circuits	12	33-124	Introduction to Astronomy	9
18-240	Structure and Design of Digital Systems	12	33-232	Mathematical Methods of Physics	10
24-101	Fundamentals of Mechanical Engineering	12	39-100	Special Topics: WHAT IS ENGINEERING?	9
24-231	Fluid Mechanics	10	39-200	Business for Engineers	9
24-261	Statics	10	42-201	Professional Issues in Biomedical Engineering	3
24-351	Dynamics	10			
33-114	Physics of Musical Sound	9			
33-120	Science and Science Fiction	9			
33-121	Physics I for Science Students	12			
or 33-151	Matter and Interactions I				
33-142	Physics II for Engineering and Physics Students	12			
or 33-152	Matter and Interactions II				
33-224	Stars, Galaxies and the Universe	9			
42-101	Introduction to Biomedical Engineering	12			
42-202	Physiology	9			
42-341	Introduction to Biomechanics	9			
85-219	Biological Foundations of Behavior (can be paired with a course in Biology 03-xxx for two courses in one department)	9			

At present, courses meeting the lab requirement are:

02-261	Quantitative Cell and Molecular Biology Laboratory (can be paired with a course in Biology 03-xxx for two courses in one department)	9
03-124	Modern Biology Laboratory	9
09-101	Introduction to Experimental Chemistry (This 3 unit lab together with 09-105 satisfies the lab requirement.)	3
09-221	Laboratory I: Introduction to Chemical Analysis	12
27-100	Engineering the Materials of the Future	12
33-104	Experimental Physics	9
42-203	Biomedical Engineering Laboratory	9
85-310	Research Methods in Cognitive Psychology	9
85-314	Cognitive Neuroscience Research Methods	9

The following MCS and CIT courses cannot be used to satisfy the Science and Engineering requirement:

03-511	Computational Molecular Biology and Genomics	9
03-512	Computational Methods for Biological Modeling and Simulation	9
06-262	Mathematical Methods of Chemical Engineering	12
09-103	Atoms, Molecules and Chemical Change	9
09-231	Mathematical Methods for Chemists	9
12-271	Introduction to Computer Application in Civil & Environmental Engineering	9
18-090	Twisted Signals: Multimedia Processing for the Arts	10
18-200	ECE Sophomore Seminar	1
18-202	Mathematical Foundations of Electrical Engineering	12

18-213	Introduction to Computer Systems	12
18-345	Introduction to Telecommunication Networks	12
18-411	Computational Techniques in Engineering	12
18-482	Telecommunications Technology and Policy for the Internet Age	12
18-487	Introduction to Computer Security	12
18-540	Rapid Prototyping of Computer Systems	12
19-101	Introduction to Engineering and Public Policy	12
19-211	Ethics and Policy Issues in Computing	9
19-325	Technology and Policy Writing for Lay Audiences	9
19-402	Telecommunications Technology and Policy for the Internet Age	12
19-411	Global Competitiveness: Firms, Nations and Technological Change	9
19-432	Special Topics: Bitcoin and Cryptocurrencies	6
27-410	Computational Techniques in Engineering	12
33-100	Basic Experimental Physics	6
33-115	Physics for Future Physicists	9
33-124	Introduction to Astronomy	9
33-232	Mathematical Methods of Physics	10
39-100	Special Topics: WHAT IS ENGINEERING?	9
39-200	Business for Engineers	9
42-201	Professional Issues in Biomedical Engineering	3

All Electrical and Computer Engineering graduate courses [18-6xx, 18-7xx, 18-8xx, 18-9xx] cannot be used for this requirement. In general, any MCS or CIT courses that are cross-listed with SCS courses or have significant mathematical or computational content cannot be used for this requirement. Consult with a CS undergraduate advisor about any course to be used for the Science and Engineering requirement before registration.

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. Freshman Writing Requirement (9 units)

Complete one of the following writing courses for 9 units:

76-101	Interpretation and Argument	9
76-102	Advanced First Year Writing: Special Topics (by invitation only)	9

or two of these three writing minis for 9 units total:

76-106	Writing about Literature, Art and Culture	4.5
76-107	Writing about Data	4.5
76-108	Writing about Public Problems	4.5

B. Breadth Requirement (minimum 27 units: 9 units each)

Complete three courses, one each from Category 1, Category 2, and Category 3. Students may use two minis totaling 9 units or more to satisfy one of the categories, with permission of the Assistant Dean for Undergraduate Education, if the minis meet the goals of the desired category.

(NOTE: Artificial Intelligence majors replace Category 1 with Category 1A: Cognitive Studies)

Category 1 (for Computational Biology and Computer Science majors): 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
80-241	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

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	Additions		
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			

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