

DEPARTMENT OF COMPUTER SCIENCE

COLLEGE OF ARTS AND SCIENCES

Faculty

G. Jan Wilms (1992). University Professor of Computer Science and Department Chair. B.A., Katholieke Universiteit Leuven, Belgium; M.A. (English), University of Mississippi; M.S. (Computer Science), University of Mississippi; Ph.D. (Computer Science), Mississippi State University.

Stephanie Edge (1996). Associate Professor of Computer Science. A.S., Middle Georgia College; B.S., West Georgia College; M.S., Georgia State University; M.Div., Southern Baptist Theological Seminary; Th.M. and Ph.D., New Orleans Baptist Theological Seminary.

Haifei Li (2004). Associate Professor of Computer Science. B.E., Xi'an Jiaotong University, Xi'an, China; M.S. and Ph.D., University of Florida.

Staff

Christine Rowland (2006). Academic Secretary—Engineering, Physics, Math, and Computer Science.

Student Awards

A **Departmental Award** is given to the senior who places first in the Major Field Test for Computer Science as partial fulfillment of 498.

First Year Programming Award is awarded to a computer science student by the Department of Computer Science. A student is selected for excellence and expertise in first year programming courses.

The **Bill Truex Award in Computer Science** is presented to the outstanding senior in the department based on demonstrated creativity, enthusiasm, and academic achievement.

Curriculum

The department offers six plans of study: Computer Science major, Information Technology major, Computer Science minor, Computer Information Systems minor, Digital Media Studies minor, and an interdisciplinary minor in Computational Engineering Science.

Upon completion of the Computer Science Major, the student will have an understanding of and an appreciation for the interrelation of the main areas of study in Computer Science. The major provides a solid foundation of the concepts while emphasizing practical application; therefore, the graduate will be able to continue study in Computer Science at the graduate level or enter the job market.

Whereas the CS major is more theoretical in nature, Information Technology is more practical and includes organizational issues and information systems. It deals more with soft skills and has fewer math prerequisites. IT produces graduates who possess the right combination of knowledge and

practical, hands-on expertise to take care of both an organization's information technology infrastructure and the people who use it.

The Digital Media Studies minor is an interdisciplinary program joining Art, Communication Arts, and Computer Science. Its purpose is to produce a student aesthetically, theoretically, and technologically trained and capable of excellence in the relatively new area of the design, production, and implementation of digital communications media. Included are such areas as web page design, digital visual and aural communications strategies and theory, interactive media design, media programming, digital presentation techniques, and technological advances in digital communications.

The Computer Science Minor is intended for students interested primarily in pursuing a career in computer science or a related field immediately upon graduation.

The Computer Information Systems Minor will provide the student with a general understanding of analysis, design, and implementation of applications via third- and fourth-generation programming languages and pre-written packages. This minor is intended for the student expecting to use computers in a job-supportive mode.

CSC 100 and 105 are not applicable to any major/minor in the department.

I. Major in Computer Science—42 hours

- A. CSC 115 (or 105 and 106), 125, 160, 205, 255, 270.
- B. CSC 321, 365, 425, 341 or 455, 498.
- C. Electives: 9 hours (3 hours must be upper-level).
- D. Prerequisites: MAT 205, 211-12, 315.

II. Major in Information Technology—39 hours

- A. Prerequisites: MAT 205 and Technical Writing
- B. CSC 115 (or CSC 105 and 106), 125, 130, 235, 265—16 hours
- C. CSC 310, 321, 341, 360, 365—15 hours
- D. CSC 455, 485, 498—8 hours

III. Minor in Computer Science—21 or 22 hours

- A. CSC 115 (or CSC 105 and 106), 235; CSC 321 or 365—9 hours.
- B. CSC 125 or 255—4 or 3 hours.
- C. Select CSC Upper-level Elective—3 hours
- D. Select one track:
 - 1. CSC 205 and 341.
 - 2. CSC 160 and 170.
 - 3. CSC 220 and 425.
 - 4. CSC 360 and 361.

IV. Minor in Computer Information Systems—21 or 22 hours

- A. CSC 115 (or CSC 105 and 106).
- B. CSC 125 or 255—4 or 3 hours.
- C. CSC 235, 321, 360, 365.
- D. CSC 395 or 411—3 hours.

