1

BACHELOR OF SCIENCE IN COMPUTER SCIENCE -THREAD: INTELLIGENCE & MEDIA

Code	Title	Credit Hours			
Wellness Requ	uirement				
APPH 1040	Scientific Foundations of Health	2			
or APPH 10	The Science of Physical Activity and Health				
or APPH 10	Flourishing: Strategies for Well-being and Resilience	è			
Core IMPACTS	3				
Institutional P	riority				
CS 1301	Introduction to Computing ¹	3			
or CS 1315	Introduction to Media Computation				
Mathematics a	and Quantitative Skills				
MATH 1552	Integral Calculus	4			
Political Scien	Political Science and U.S. History				
HIST 2111	The United States to 1877	3			
or HIST 211	The United States since 1877				
or INTA 120	Mamerican Government in Comparative Perspective				
or POL 110	1Government of the United States				
or PUBP 30	Omerican Constitutional Issues				
Arts, Humanit	ies, and Ethics				
Any HUM		6			
Communicatir	ng in Writing				
ENGL 1101	English Composition I	3			
ENGL 1102	English Composition II	3			
	lathematics, and Sciences				
Lab Science ²		8			
MATH 1551		2			
MATH 1554	Linear Algebra ⁴	4			
	•				
or MATH 15Linear Algebra with Abstract Vector Spaces Social Sciences					
Any SS ⁵		9			
Field of Study		5			
PHYS 2211	Principles of Physics I ²	4			
CS 1100	Freshman Leap Seminar	4			
CS 1331	•	3			
	Introduction to Object Oriented Programming ¹				
CS 1332	Data Structures and Algorithms for Applications ¹	3			
CS 2050	Introduction to Discrete Mathematics for Computer Science ¹	3			
or CS 2051	Honors - Induction to Discrete Mathematics for Con Science	nputer			
MATH 2550	Introduction to Multivariable Calculus ⁴	2			
Major Requirements					
CS 2340	Objects and Design ¹	3			
Select one for	the Professionalism/Ethics requirement: ¹	3			
CS 3001	Computing, Society, and Professionalism				

CS 4001Computing, Society, and ProfessionalismCS 4002Robots and SocietyCS 4003AJ, Ethics, and SocietyCS 4726Privacy, Technology, Policy, and LawSLS 3110Technology and Sustainable Community DevelopmentJunior Design Option (Capstone)Junior Design Option 1.36Concentration6CS 2110Computer Organization and Programming 144CS 3510Design and Analysis of AlgorithmsCS 3600Introduction to Artificial Intelligence 133or CS 3511Design and Analysis of Algorithms, HonorsCS 3630Introduction to Artificial Intelligence 133Select one of the following for Embodied Intelligence: 19S 4530CS 4530Introduction to Cognitive SciencePSVC 3040Sensation and PerceptionSelect three of the following for Approaches to Intelligence: 19CS 4541Actine LearningCS 4644Deep LearningCS 4645Natural Language UnderstandingCS 4454Robot Intelli PlanningCS 4455Video Game Design and ProgrammingCS 4466Introduction to Information VisualizationCS 4467Computer GraphicsCS 4468Procedural Content GenerationCS 4464Computer GraphicsCS 4455Video Game Design and ProgrammingCS 4464Computer GraphicsCS 4455Video Game Design and ProgrammingCS 4464Computer Animation <td< th=""><th>Pass-fail only</th><th>allowed for Free Electives (max 6 credit hours)</th><th></th></td<>	Pass-fail only	allowed for Free Electives (max 6 credit hours)	
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CS 4002 Robots and Society	CS 4726		
	CS 4003	Al, Ethics, and Society	
CS 4001 Computing, Society, and Professionalism	CS 4002		
	CS 4001	Computing, Society, and Professionalism	

Pass-fail only allowed for Free Electives (max 6 credit hours) and CS 1100..

¹ Minimum grade of C required.
 ² Two of three lab sciences MUST be a sequence.

- ³ Junior Design Options are as follows (students must pick one option and may not change):
 - Option 1 LMC 3432, LMC 3431, CS 3311,CS 3312.
 - Option 2 ECE VIP courses and LMC 3403.
 - Option 3 Satisfy Georgia Tech Research Option.
 - Option 4- CS 2701 (3 hours), CS 4699-I2P (3 hours), LMC 3403 (3 hours) = 9 hours OR CS 4699-I2P (6 hours), LMC 3403 (3 hours) = 9 hours
 - Option 5 CS 4723 (3 hours), LMC 3403 (3 hours) = 6 hours

Six credits of the Junior Design option are used as Major Requirements and the overage credits of research/VIP (5 credit hours/2 credit hours) may be used as free electives. Students completing VIP for their junior design requirement will be required to complete at least three semesters of VIP. (VIP 1 + VIP 2 + VIP 3) (for a total of 5 credit hours) + LMC 3403 = 8 hours of VIP credit.

Students using CREATE-X for junior design take at least 6 hours of CREATE-X Start-ip Lab and Idea 2 Prototype (I2P) and 3 of the 6 hours must be I2P. Students take these 6 hours with LMC 3403 (3 hours) for a total of 9 hours. Extra three hours for CREATE-X option can be used in free electives.

- ⁴ Two credit hours of MATH 1554 may count along with MATH 2550 to give Field of Study 18 credit hours.
- ⁵ PSYC 1101 is highly encouraged as this course serves as a pre-requisite to other required courses