

MSCS Degree Requirements

36 Units • Effective Fall 2013

Student Name: _____

Student ID: _____

Date Admitted: _____

Systems Core (Choose 1):

_____ CS 621 Network Programming
_____ CS 636 Operating Systems
_____ CS 685 Wireless Sensor Networks

Theory Core (Choose 1):

_____ CS 652 Programming Languages
_____ CS 673 Algorithms
_____ CS 675 Theory of Computation

Development Core (Choose 1):

_____ CS 625 Parallel and Distributed Computing
_____ CS 630 Game Engineering 3D
_____ CS 662 Artificial Intelligence
_____ CS 680 Web Systems and Algorithms
_____ CS 682 Distributed Software Development

Project/Thesis Requirement (Choose 1):

_____ CS 690 Master's Project
_____ CS 699 Master's Thesis

Elective Courses* (5 Courses, 20 Units):

_____ 200+ Level: _____	_____ 600 Level: _____
_____ 300+ Level: _____	_____ 600 Level: _____
_____ 300+ Level: _____	

* Up to 2 electives may be used to satisfy foundational requirements, and up to 4 units of directed research or practicum units may be used as a lower-level elective. No substitutions are accepted for the 600-level elective courses.

OPTIONAL Emphasis in Entrepreneurship (Replace 2 Lower-Level CS Electives with 8 MBA Units):

_____ (2 Units) MBA 6601 Entrepreneurial Management**
_____ (2 Units) MBA 6603 Creativity and Innovation**
_____ (2 Units) MBA 6605 Small Business Ventures**
_____ (2 Units) MBA 6607 Corporate Entrepreneurship and Innovation**
_____ (2 Units) MBA 6609 Internet Business Applications
_____ (2 Units) MBA 6620 Silicon Valley Immersion

** Highly recommended. Other courses may not be as appropriate for MSCS students.

Foundational Requirements (Must Fulfill ALL Unmarked Requirements):

_____ CS 212 Software Development	_____ CS 326 Operating Systems
_____ CS 245 Data Structures and Algorithms	_____ CS 414/652 Compilers/Prog. Languages
_____ CS 315 Computer Architecture	_____ Other: _____

Plan of Study:

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____