

The bachelor of arts (BA) program in computer science is designed for students who wish to combine computer science with a second major or with a set of secondary fields (minors), typically in natural science, liberal arts, or business. The program provides a foundation in computer science, along with lots of room in the curriculum to select courses in other disciplines. Students are required to elect a second major or two minors. As part of a residency requirement, all computer science majors must take a minimum of 18 upper-level credits in computer science at GW. These credits include courses that might be taken as part of an approved study abroad program.

For those who want to combine core skills in computer science with another major, the BA program is the right choice. The BS in computer science program may be more appropriate for students who wish to have more depth and focus in computer science.

Students in the bachelor of arts program work with their advisors to select technical electives. Detailed information on the curriculum and elective courses is available in [this Bulletin](#), which is the definitive statement of degree requirements for students. Degree requirements in the current Bulletin apply to students matriculating in the current academic year. Bulletins applicable to students who matriculated in prior academic years are [archived](#).

Double major

Non-SEAS students interested in pursuing the BA in computer science as a double major should see Double Major under [SEAS Regulations](#) in this Bulletin.

This is a STEM designated program.

Visit the [program website](#) for more information.