| Course | Title | Credit | Notes |
|---|---|---|---|
| EECS 440* | Extended Reality for Social Impact (new FA24) | 4 | |
| EECS 441* | Mobile App Development for Entrepreneurs | 4 | |
| EECS 443 (CS-LSA Honors only) | CS Honors Thesis Course | 4 | |
| EECS 448* | Applied Machine Learning for Modeling Human Behavior | 4 | |
| EECS 449* | Conversational Artificial Intelligence | 4 | |
| EECS 467* | Autonomous Robotics | 4 | |
| EECS 472 | Computer Architecture Project | 4 | Replaces EECS 470 as an MDE/Capstone starting in WN26 |
| EECS 473 | Advanced Embedded Systems | 4 | |
| EECS 480* | Social Computing Systems | 4 | |
| EECS 494 | Computer Game Design and Development | 4 | |
| EECS 495* | Accessible Computing | 4 | |
| EECS 497* | Human-Centered Software Design & Development | 4 | |
| EECS 498 (when marked as MDE/Capstone here)* | Special Topics | | |
| CSE 596 | Engineering Interactive Systems | 4 | |
| AEROSP 388 (CS approved projects only) | Systems Engineering Processes and Digital Tools (MBSE) | 7 credits over 2 terms | During FA25-WN26, pre-approved CS related projects are eligible to earn both MDE/Capstone and Flexible Technical Elective credits. Once two semesters are completed, 4 credits can be used toward MDE/Capstone and 3 credits can be used toward FTE. Contact the CSE advising office at the beginning of the Fall term for eligible projects. |
| **For CS-Eng:** *Beginning Winter 2024, MDEs with a * no longer count as Flexible Technical Electives. | | | |