Master’s in Computer Science (MA) requirements (30 credits)
(courses that may be taken by admitted undergraduate students are highlighted in red):

Core courses (all required, 3 credits each)
- CSCI 700. Algorithms I
- CSCI 715. Distributed Computing
- CSCI 722. Computability and Complexity
- CSCI 744. Computer Architecture and Networks

Semicore Courses (one course must be taken from each category, 3 credits each)

Software
- CSCI 701. Software Design
- CSCI 707. Compiler Construction
- CSCI 718. Computer Networks
Also:
- CSCI 780, 782, 783, 784, or 786. Special Topics in Computer Science
  (when designated as semicore S)

Hardware
- CSCI 745. Switching Theory
- CSCI 746. Computer Systems
- CSCI 748. Computer Networks
Also:
- CSCI 780, 782, 783, 784, or 786. Special Topics in Computer Science
  (when designated as semicore H)

Mathematical Applications and Algorithms
- CSCI 762. Algorithms II
- CSCI 764. Topics in Systems Simulation
- CSCI 766. Probabilistic Models in Computer Systems
Also:
- CSCI 780, 782, 783, 784, or 786. Special Topics in Computer Science
  (when designated as semicore M)

Two Electives (3 credits each)
Any 700-level CSCI course (except for the core courses and 788) that has not been used to fill the semicore or the capstone requirements.

Capstone (3 credits)
One of the following must be taken after completion of at least 21 700-level CSCI course credits or in the last semester before graduation.
- CSCI 731. Software Development Practicum
  (after completion of a software semicore)
- CSCI 732 Research Practicum
- CSCI 734 Hardware Design Practicum
  (after completion of a hardware semicore)

A student who earns 12 qualifying graduate credits at the undergraduate level may finish their Master of Arts in Computer Science program in one year.