CS Specialty Options (For Students under 2011-2012 Catalog or Older)

Courses in bold are offered Summer 2015 you must choose four

Media Thread
CS 3451 Computer Graphics (prereqs MATH 2605/2401, CS 2261, and CS 2340)
CS 4230 Distributed Simulation Systems
CS 4343 Simulated and Military Gaming (CS 1332)
CS 4455 Video Game Design and Programming (prereq CS 3451)
CS 4460 Information Visualization (prereq CS 1331)
CS 4464 Computational Journalism (prereq CS 1331)
CS 4475 Computational Photography (prereq CS 1301/1315/1371)
CS 4480 Digital Video Special Effects (prereq CS 3451)
CS 4496 Computer Animation (prereq CS 3451)
CS 4550 Scientific Data Processing and Visualization
CS 4590 Computer Audio
CS 4803 Special Topics, “Handheld Augmented Reality Game Design” (prereq CS 4455)
CS 4803 Special Topics, “Design and Programming of Gaming Consoles”
CS 4803 Special Topics, “Game Studio 1”

People Thread
CS 3750 Human-Computer Interface Design and Evaluation <Crosslisted with PSYC 3750> (no prereq)
CS 3790 Introduction to Cognitive Science <cross listed with PSYC 3790> (no prereq)
CS 4470 Introduction to User Interface Software (prereq CS 2340, CS3750)
CS 4472 Design of Online Communities
CS 4605 Mobile and Ubiquitous Computing
CS 4625 Intelligent and Interactive Systems
CS 4660 Introduction to Educational Technology (prereq CS 2340)
CS 4665 Educational Technology: Design and Evaluation
CS 4690 Empirical Methods in HCI (prereq CS 3750/PSYC 3750 or CS 4750/PSYC 4750)
CS 4752 Philosophical Issues in Computation
CS 4770 Mixed Reality Experience Design (prereq LCC 2700 and CS 2340)
CS 4793 Perspectives Cognitive Science
CS 4803 Special Topics, “Privacy, Technology, Policy, and Law”
CS 4803 Special Topics, “Behavioral Imaging”

Intelligence Thread
CS 3101 Computer Science Ventures (prereq CS 1301/1315/1371)
CS 3300 Intro to Software Engineering (prereq CS 2340)
CS 3510 Design & Analysis-Algorithms (prereq CS 2050 and CS 1332)
CS 3600 Intro to Artificial Intelligence (prereq CS 1332)
CS 3630 Intro to Perception and Robotics (prereq CS 1332)
CS 4225 Intro to High Performance Computing (prereq CS 1332)
CS 4235 Intro to Information Security (prereq CS 1301, or 1315, or 1371)
CS 4330 Software Applications (prereq CS 3300)
CS 4365 Intro to Enterprise Computing (CS 4400)
CS 4400 Intro to Database Systems (prereq CS 1301, or 1315, or 1371)
CS 4420 Database System Implementation (prereq CS 4400)
CS 4440 Database Technologies (prereq CS 4400)
CS 4495 Computer Vision (prereq CS 2261 and Math 2605)
CS 4510 Automata and Complexity (prereq CS 3510)
CS 4615 Knowledge Based Modeling & Design (prereq CS 3600)
CS 4635 Knowledge based AI (prereq CS 3600)
CS 4641 Machine Learning (prereq of CS 1331)
CS 4649 Robot Intelligence Planning (prereq CS 1332)
CS 4752 Philosophy Issues-Computation
CS 4731 Game AI <cross listed w/ LCC 4731 and can count as CS Specialty or LCC Adv. Studio>
CS 4803 Special Topics, Computational Creativity
CS 4803-Special Topics, Humanoid Robotics
CS 4803 Special Topics, “Mobile Application and Services”
CS 4803 Special Topics, “Computing, Communications, and International Development”

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