BACHELOR OF ARTS

# COMPUTER SCIENCE

Computer Science majors learn to understand and evaluate the organization, design, and construction of hardware and software for computing. Bachelor of Arts (B.A.) in Computer Science students can gain a broader education by double-majoring. They use their computer knowledge and communication skills to analyze problems and design and implement solutions that are efficient and effective. The interdisciplinary B.A. in Computer Science is designed for students who are interested in the applications of technology, communications, sales, and other career paths.

- **Are you interested in learning how Computer Science applies to other industries such as business, biology, web development, music, psychology, and more?**
- **Do you like solving problems in a creative and intuitive way?**
- **Are you passionate about helping to create the newest technologies for the 21st century?**
- **Do you have an interest in double majoring to combine Computer Science with business or humanities?**

## STUDENT EXPERIENCE

### Learn and Do More at RWU

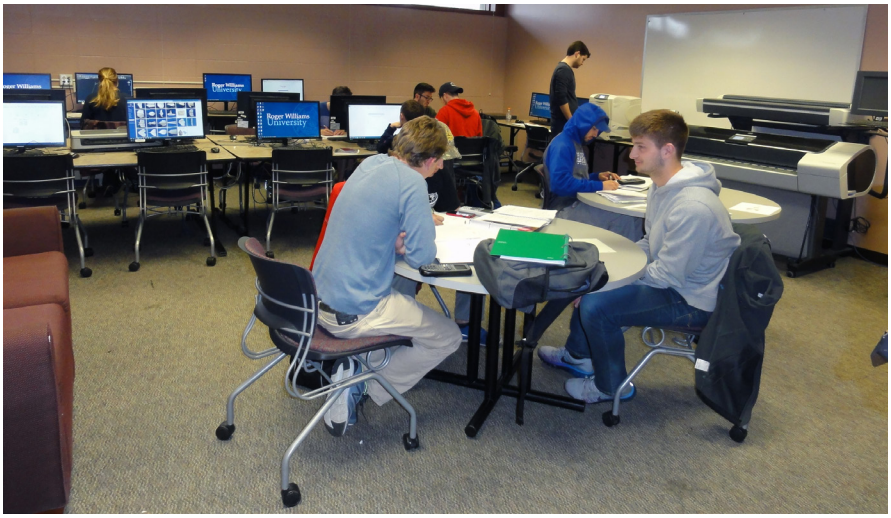
Computer Science majors learn hands-on how to build and execute code, and how to fix code if it doesn't perform the way that it should. RWU students design their own games, write web or phone apps, and develop code to make machines think for themselves.

Students gain experience working with outside clients to establish project requirements, meet deadlines and expectations, and apply Computer Science to the real world. Working with clients also teaches students how to communicate with non-technical individuals.

## CAREER OUTLOOK

RWU **Computer Science** alumni are working as:

- Web Developers
- Software Engineers
- Mobile App Developers



*With new technologies emerging every day, Computer Science jobs are some of the most in-demand in the job market. Employers are looking for well-rounded graduates who have more than just technical skills. That's why RWU offers the Bachelor of Arts program.*

*With the ability to communicate with both programmers and non-technical clients, many students with a B.A. in Computer Science work with training teams, sales teams, or customer service.*

## Faculty

As experts in the field, our faculty provide students with the knowledge they need to enter the modern industry. With small class sizes, faculty members get to know their students on academic, personal, and professional levels. Students receive one-on-one advising and guidance finding internships and jobs aligned with their career interests.

With the new state-of-the-art School of Engineering, Computing and Construction Management (SECCM) Labs building (opened spring 2020), students apply classroom theory and gain hands-on experience with equipment used in today's industry. Computer Science students have access to:

- Collaborative workspaces
- Project rooms
- Design labs
- The Computer Science Software Experimentation Lab
- The CM Emerging Technologies Lab
- The Innovation Lab

## OVER 80% OF RWU STUDENTS GRADUATE WITH MORE THAN JUST A SINGLE MAJOR

Design your experience with your passion and have a unique career advantage with a minor or double major. Many students combine **Computer Science** with:

- Web Development
- Business
- Finance
- Biology
- Mathematics
- History
- Modern Language

## CURRICULUM

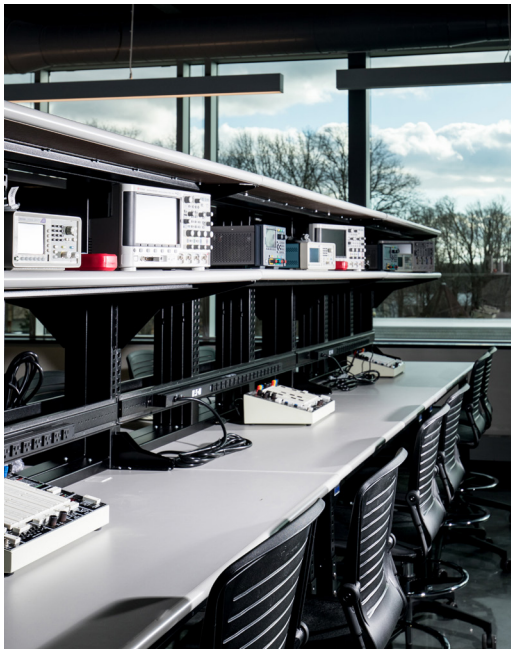
The Bachelor of Science and the Bachelor of Arts in Computer Science are similar in that students pursuing either degree learn the fundamentals of how a computer works, how it stores data, how a programming language is written, how to analyze algorithms, and how to design software.

However, our B.A. program is less focused on mathematics and allows students the flexibility to tailor the program to their particular interests. This program is also geared towards students declaring a second major outside of the computing field.

## Hands-On Experiences

During your senior year, you will use your computing foundation to design and implement a year-long design project building a major software program for a real client. Examples of past projects include:

- MotionFusion – a multi-year project developing an interactive presentation system using 3D cameras.
- ADAM-4 - modernizing a fluids mechanics lab to take advantage of better computing hardware and software.
- TrickyMaps - a game linking GPS, photographs, and paper maps to develop map reading skills and offer travel entertainment.
- NiCoMi - a system that helps evaluate the effectiveness of social-media based marketing campaigns.
- CPM Scheduling - a software system to help construction management students identify ways to reduce scheduling time for projects.
- Varro - a proof of concept to determine the possibility of remotely accessing and directing a smart phone camera.



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