Twin Cities Campus

Computer Science M.C.S.

Computer Science and Engineering Administration

College of Science and Engineering

Link to a list of faculty for this program.

Contact Information:
Department of Computer Science and Engineering, University of Minnesota, 4-192 Keller Hall, 200 Union Street S.E., Minneapolis, MN 55455 (612- 625-4002; fax: 612-625-0572)
Email: admissions@cs.umn.edu
Website: http://www.cs.umn.edu

- Program Type: Master's
- Requirements for this program are current for Fall 2016
- Length of program in credits: 31
- This program does not require summer semesters for timely completion.
- Degree: Master of Computer Science

Along with the program-specific requirements listed below, please read the General Information section of the catalog website for requirements that apply to all major fields.

The graduate program in computer science offers coursework from across a broad spectrum of theoretical and applied computer science, combined with research opportunities in nearly all areas of the field. Faculty members advise students in such areas as algorithms and theoretical computer science; numerical, parallel, and high-performance computing; distributed computing and systems; artificial intelligence, robotics, and computer vision; databases and data mining; human-computer interaction and information systems; graphics and visualization; software engineering and programming languages; computer architecture and compilers; networking; bio-informatics and computational biology; and computer security. In addition, students may choose a course of study that integrates research in computer science with applications in other fields.

Computer science degrees include the M.C.S., a coursework-only degree that is intended to be a terminal degree.

The department also offers the M.S. (Plan A with thesis, Plan B with project, or coursework-only Plan C with coursework-based projects) and the Ph.D. In addition, the department supports a master of science in software engineering (M.S.S.E.) degree.

Faculty from the Department of Computer Science and Engineering also participate in a variety of other graduate programs, including BioInformatics and Computational Biology, Health Informatics, Cognitive Science, Scientific Computation, and Human Factors and Ergonomics.

Program Delivery

This program is available:

- via classroom (the majority of instruction is face-to-face)
- completely online (all program coursework can be completed online)
- primarily online (at least 80% of the instruction for the program is online with short, intensive periods of face-to-face coursework)
- partially online (between 50% to 80% of instruction is online)

Prerequisites for Admission

The preferred undergraduate GPA for admittance to the program is 3.00.

Applicants must have a undergraduate or graduate degree in a major with a substantial background in computer science & engineering.

Other requirements to be completed before admission:
The program requires all applicants to complete the department's online application as well as the University's online application. The names and email addresses of three recommenders are required; they will be asked to upload their letters of recommendation to the CS&E online application only. The department only accepts students for fall admission; the application deadline is April 1. Additional information is available at https://www.cs.umn.edu/admissions/graduate/mcs

Special Application Requirements:
Applicants with an inadequate background must resolve any deficiencies before applying to the program.

International applicants must submit score(s) from one of the following tests:

- TOEFL

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- Internet Based - Total Score: 79
- Internet Based - Writing Score: 21
- Internet Based - Reading Score: 19
- Paper Based - Total Score: 550

• IELTS
- Total Score: 6.5

• MELAB
- Final score: 80

Key to test abbreviations(TOEFL, IELTS, MELAB).

For an online application or for more information about graduate education admissions, see the General Information section of the catalog website.

Program Requirements

Plan C: Plan C requires 31 major credits and 0 credits outside the major.The is no final exam.

This program may be completed with a minor.

Use of 4xxx courses towards program requirements is not permitted.

A minimum GPA of 3.00 is required for students to remain in good standing.

The M.C.S. is a coursework-only degree requiring 31 course credits. At least 16 credits must be in computer science courses, including one course from each of the 3 breadth areas: theory, systems, and applications (9 credits); and 1 credit of colloquium (CSCI 8970). At least 6 credits must be in computer science 8xxx-level courses, in addition to the colloquium. The remaining 15 course credits may be taken in the major field or any supporting field.

All major courses must be taken on the A-F grading option and students must maintain a GPA above 3.00 after completing 8 credits.

Breadth Courses

Take one course from each subject area.

Applications

Take 1 or more course(s) from the following:

- CSCI 5115 - User Interface Design, Implementation and Evaluation (3.0 cr)
- CSCI 5125 - Collaborative and Social Computing (3.0 cr)
- CSCI 5271 - Introduction to Computer Security (3.0 cr)
- CSCI 5461 - Functional Genomics, Systems Biology, and Bioinformatics (3.0 cr)
- CSCI 5471 - Modern Cryptography (3.0 cr)
- CSCI 5511 - Artificial Intelligence I (3.0 cr)
- CSCI 5512 - Artificial Intelligence II (3.0 cr)
- CSCI 5521 - Machine Learning Fundamentals (3.0 cr)
- CSCI 5523 - Introduction to Data Mining (3.0 cr)
- CSCI 5551 - Introduction to Intelligent Robotic Systems (3.0 cr)
- CSCI 5561 - Computer Vision (3.0 cr)
- CSCI 5607 - Fundamentals of Computer Graphics 1 (3.0 cr)
- CSCI 5608 - Fundamentals of Computer Graphics II (3.0 cr)
- CSCI 5609 - Visualization (3.0 cr)
- CSCI 5611 - Animation & Planning in Games (3.0 cr)
- CSCI 5619 - Virtual Reality and 3D Interaction (3.0 cr)
- CSCI 5707 - Principles of Database Systems (3.0 cr)

Architecture, Systems and Software

Take 1 or more course(s) from the following:

- CSCI 5103 - Operating Systems (3.0 cr)
- CSCI 5106 - Programming Languages (3.0 cr)
- CSCI 5161 - Introduction to Compilers (3.0 cr)
- CSCI 5204 - Advanced Computer Architecture (3.0 cr)
- CSCI 5211 - Data Communications and Computer Networks (3.0 cr)
- CSCI 5221 - Foundations of Advanced Networking (3.0 cr)
- CSCI 5231 *{Inactive}*(3.0 cr)
- CSCI 5451 - Introduction to Parallel Computing: Architectures, Algorithms, and Programming (3.0 cr)
- CSCI 5708 - Architecture and Implementation of Database Management Systems (3.0 cr)

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•CSCI 5801 - Software Engineering I (3.0 cr)
•CSCI 5802 - Software Engineering II (3.0 cr)

Theory and Algorithims

Take 1 or more course(s) from the following:
•CSCI 5302 - Analysis of Numerical Algorithms (3.0 cr)
•CSCI 5304 - Computational Aspects of Matrix Theory (3.0 cr)
•CSCI 5403 *{Inactive}*(3.0 cr)
•CSCI 5421 - Advanced Algorithms and Data Structures (3.0 cr)
•CSCI 5481 - Computational Techniques for Genomics (3.0 cr)
•CSCI 5525 - Machine Learning: Analysis and Methods (3.0 cr)

Colloquium Credits

Take 1 credit of CS colloquium
CSCI 8970 - Computer Science Colloquium (1.0 cr)

Computer Science Courses

Students may choose additional coursework from this list or consult with their adviser for further options.
Take 0 or more credit(s) from the following:
•CSCI 5103 - Operating Systems (3.0 cr)
•CSCI 5105 - Introduction to Distributed Systems (3.0 cr)
•CSCI 5106 - Programming Languages (3.0 cr)
•CSCI 5115 - User Interface Design, Implementation and Evaluation (3.0 cr)
•CSCI 5125 - Collaborative and Social Computing (3.0 cr)
•CSCI 5143 - Real-Time and Embedded Systems (3.0 cr)
•CSCI 5161 - Introduction to Compilers (3.0 cr)
•CSCI 5204 - Advanced Computer Architecture (3.0 cr)
•CSCI 5211 - Data Communications and Computer Networks (3.0 cr)
•CSCI 5231 *{Inactive}*(3.0 cr)
•CSCI 5271 - Introduction to Computer Security (3.0 cr)
•CSCI 5302 - Analysis of Numerical Algorithms (3.0 cr)
•CSCI 5304 - Computational Aspects of Matrix Theory (3.0 cr)
•CSCI 5403 *{Inactive}*(3.0 cr)
•CSCI 5421 - Advanced Algorithms and Data Structures (3.0 cr)
•CSCI 5451 - Introduction to Parallel Computing: Architectures, Algorithms, and Programming (3.0 cr)
•CSCI 5461 - Functional Genomics, Systems Biology, and Bioinformatics (3.0 cr)
•CSCI 5481 - Computational Techniques for Genomics (3.0 cr)
•CSCI 5511 - Artificial Intelligence I (3.0 cr)
•CSCI 5512 - Artificial Intelligence II (3.0 cr)
•CSCI 5521 - Machine Learning Fundamentals (3.0 cr)
•CSCI 5523 - Introduction to Data Mining (3.0 cr)
•CSCI 5525 - Machine Learning: Analysis and Methods (3.0 cr)
•CSCI 5551 - Introduction to Intelligent Robotic Systems (3.0 cr)
•CSCI 5552 - Sensing and Estimation in Robotics (3.0 cr)
•CSCI 5561 - Computer Vision (3.0 cr)
•CSCI 5607 - Fundamentals of Computer Graphics 1 (3.0 cr)
•CSCI 5608 - Fundamentals of Computer Graphics II (3.0 cr)
•CSCI 5611 - Animation & Planning in Games (3.0 cr)
•CSCI 5619 - Virtual Reality and 3D Interaction (3.0 cr)
•CSCI 5707 - Principles of Database Systems (3.0 cr)
•CSCI 5708 - Architecture and Implementation of Database Management Systems (3.0 cr)
•CSCI 5715 - From GPS, Google Maps, and Uber to Spatial Data Science (3.0 cr)
•CSCI 5801 - Software Engineering I (3.0 cr)
•CSCI 5802 - Software Engineering II (3.0 cr)
•CSCI 5980 - Special Topics in Computer Science (1.0 - 3.0 cr)
•CSCI 8115 - Human-Computer Interaction and User Interface Technology (3.0 cr)
•CSCI 8205 - Parallel Computer Organization (3.0 cr)
•CSCI 8211 - Advanced Computer Networks and Their Applications (3.0 cr)
•CSCI 8271 - Security and Privacy in Computing (3.0 cr)
•CSCI 8363 - Numerical Linear Algebra in Data Exploration (3.0 cr)
•CSCI 8551 - Intelligent Agents (3.0 cr)
•CSCI 8715 - Spatial Data Science Research (3.0 cr)
•CSCI 8735 - Advanced Database Systems (3.0 cr)

Program Sub-plans

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A sub-plan is not required for this program.
Students may not complete the program with more than one sub-plan.

Rochester

University of Minnesota Rochester (UMR) offers the M.C.S. degree. Students may complete all degree requirements in Rochester by combining courses taught via streaming video using the UNITE (University-Industry Television for Education) instructional television system. Students are able to watch class live via the internet or pick up class on a special server at a later time.

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