

Computer Science Project Requirement

In both the old and new Computer Science Curricula, students must complete at least two quarters of project-oriented classes. The best option is a two-quarter independent study project (EECS 399) with a faculty member. However, it is also possible to satisfy the requirement by taking two courses with extensive project work. Students must seek the formal approval of (e.g. petition) their advisor for the option they choose.

Possible ways of satisfying the Project requirement include:

- A single two quarter EECS 399 project
- Two independent single quarter EECS 399 projects
- One EECS 399 project and one project course
- Two project courses
- Project courses are those courses listed on the CS Project Course List, which is available on the department's web site. The list is updated yearly by the CS Curriculum Committee.

Computer Science Project Course List

The following courses are currently approved for use in meeting the project requirement in both the old and new Computer Science Curricula.

- EECS 322 Introduction to Compiler Construction
- EECS 330 Human Computer Interaction
- EECS 338 Practicum in Intelligent Information Systems (can be taken multiple times)
- EECS 339 Introduction to Database Systems
- EECS 340 Introduction to Networking
- EECS 343 Operating Systems
- EECS 344 Design of Computer Problem Solvers
- EECS 345 Distributed Systems (formerly 395/495)
- EECS 350 Introduction to Security
- EECS 352 Machine Perception of Music (formerly 395/495)
- EECS 370 Computer Game Design
- ECE / EECS 397 Introduction to Real-time Systems
- EECS 395 Human-centered Product Design
- EECS 395 Projects with NetLogo
- EECS 395 Advanced Graphics
- EECS 395 Graphics and Perception
- EECS 395 Image Based Modeling and Rendering
- EECS 395 Algorithmic Techniques for Bioinformatics

- EECS 395 Interactive Graphics for Computer Games
- EECS 395 Behavior Based Robotics
- EECS 395 Non-photorealistic rendering
- EECS 395 Content Management Systems
- EECS 395 Knowledge Representation
- EECS 395 Internet Measurement and Reverse Engineering
- EECS 395 Internet Architectures
- EECS 395 RTFM (Varying Topics)
- EECS 399 Independent Study (can be taken multiple times)
- EECS 430 Design of Interactive Learning Environments
- EECS 440 Advanced Networking (Formerly listed as a 395/495 class)
- EECS 441 Resource Virtualization (Formerly listed as a 395/495 class)
- EECS 442 Dynamic Behavior of Applications, Hosts, and Networks (Formerly listed as a 395/495 class)
- EECS 443 Advanced Operating Systems (Formerly listed as a 395/495 class)
- EECS 450 Internet Security (Formerly listed as a 395/495 class)
- EECS 464 Advanced Database Systems