

ABOUT THE MAJOR

The B.S. in Computing program enables students to gain a broad understanding of the ever changing field of Computing. Students will deepen their knowledge and sharpen their skills in one or more in-depth technical and career-focused areas. Upon graduation, students will find employment in high-demand careers in areas such as cybersecurity, information technology, system and network administration, and application development.

ABOUT THIS MAP

This program map is intended ONLY as a guide for students to plan their course of study. It does NOT replace any information in the Undergraduate Catalog, which is the official guide for completing degree requirements. Use this map to help plan and guide your experience at UWG, including academic, co-curricular, and discovery opportunities. Everyone's experience is different and activities in this map are suggestions. Always consult with your advisors whenever possible for new opportunities and updates.

WHERE CAN YOU GO WITH THIS DEGREE?

- AI Engineer
- Computer Hardware Engineer
- Information Security Analyst
- IT Project Manager
- Mobile App Developer
- Software Developer
- Systems Architect
- UX Designer
- Video Game Developer
- Web Developer

ADD A CERTIFICATE

- Communication in the Workplace
- Data Analytics
- Data Analytics & Evaluation Methods
- Data Science

HONORS COLLEGE

Consider joining if you have an Overall GPA of 3.2 and earned 15 college credit hours!



COMPUTING

Bachelor of Science

60

CORE CREDIT HOURS

51

MAJOR CREDIT HOURS

9

ELECTIVE CREDIT HOURS

Visit westga.edu/program-maps for the latest version of this major map.



VISIT WOLFWATCH FOR MORE INFORMATION.



HAVE A QUESTION? CHECK IN WITH YOUR ADVISOR!



UNIVERSITY OF WEST GEORGIA

2024-2025

TERM 1: FALL

- C1: ENGL 1101** 3 CREDIT HOURS
English Composition I
- M: MATH 1113** 4 CREDIT HOURS
Precalculus
- T3: CS 1300** 4 CREDIT HOURS
Introduction to Computer Science
- A: HUMANITIES** 3 CREDIT HOURS

- MILESTONES:**
- COMPLETE ENGL 1101 WITH C OR BETTER.
 - COMPLETE MATH 1113 WITH C OR BETTER.

TERM 2: SPRING

- C2: ENGL 1102** 3 CREDIT HOURS
English Composition II
- F: COMP 2300** 3 CREDIT HOURS
Fundamentals of Computing
- F: CS 1301** 4 CREDIT HOURS
Computer Science I
- I1: WRITTEN AND ORAL COMMUNICATION** 3 CREDIT HOURS
- I2: INSTITUTIONAL OPTIONS** 1 CREDIT HOUR

- MILESTONES:**
- COMPLETE ENGL 1102 WITH C OR BETTER
 - COMPLETE CS 1301 WITH C OR BETTER

**14 FALL CREDIT HOURS + 14 SPRING CREDIT HOURS
= 28 CREDIT HOURS**

Additional Information:

- You must take PHIL 2020 or PHIL 2010 or PHIL 2030 in order to satisfy the prerequisite for PHIL 4120.

CRUSH YOUR COURSEWORK

- Complete CS 1300 (fundamental course in your major).
- Complete CS 1301 with a C or better (fundamental course in your major).
- Complete MATH 1113 or MATH 1112 (with a C or better) to stay on top of your Mathematics requirements.
- Complete ENGL 1101 & 1102 with a C or better.
- Complete a prerequisite of PHIL 4120; any one of: PHIL 2010, or PHIL 2020, or PHIL 2030.
- You have a wide range of 3rd- and 4th-year courses to choose from. Meet with your advisor to make a 4-year plan to get you the courses you want!

FIND YOUR PLACE

- Join ACM and/or ACM-W for networking and connection with your computing peers.
- Join another student organization to have a balanced life outside of computing.
- Talk with your advisor (or other computing faculty) about what you love about computing.

BROADEN YOUR PERSPECTIVES

- Explore diversity, equity, and inclusion resources and opportunities across campus.
- Check out the education abroad office.

CONNECT OFF-CAMPUS

- Visit Wolves Vote to learn about the voting process and registration.
- Consider volunteering for a campaign or organization in your community.

TAKE CARE OF YOURSELF

- Visit the UWG Wellness Hub to find all the resources available to you!
- Visit Health Services.
- Get fit! Visit URec to see all your options.
- Visit the Center for Economic Education and Financial Literacy.

PAVE YOUR PATH

- Complete a self-assessment to see what careers and majors are right for you.
- Visit Office of Career and Graduate School Connections.
- Create your profile on Handshake.
- Consider applying for an on-campus job.

TERM 1: FALL

- S1: HIST 1111 OR 1112** 3 CREDIT HOURS
World History
- F: COMP 2200** 3 CREDIT HOURS
Introduction to Databases
- F: CS 2100** 3 CREDIT HOURS
Introduction to Web Development
- F: MATH 1401** 3 CREDIT HOURS
Elementary Statistics
- F: COMP 2320** 3 CREDIT HOURS
Principles of Programming

- MILESTONE:**
- ALL MATH REQUIREMENTS COMPLETE.

TERM 2: SPRING

- COMP 3400** 3 CREDIT HOURS
System & Network Administration I
- P2: POLS 1101** 3 CREDIT HOURS
American Government
- COMP 2500** 3 CREDIT HOURS
Introduction to Computer Security
- T1: SCIENCE + LAB** 4 CREDIT HOURS
- S2: SOCIAL SCIENCE** 3 CREDIT HOURS

**15 FALL CREDIT HOURS + 16 SPRING CREDIT HOURS
= 31 CREDIT HOURS**

CRUSH YOUR COURSEWORK

- Take MATH 1401 as soon as possible to complete your MATH requirements.
- Take your two science lab courses as soon as possible. Make sure you include the labs!
- Complete all foundational COMP courses (COMP 2300, COMP 2500, COMP 3300, COMP 3400, COMP 3600, COMP 3800).
- Complete all prerequisites required for your chosen 4th-year Depth courses.

FIND YOUR PLACE

- Regularly hang out in the 24/7 Mitchell Clifton Computing Center to work on class projects and socialize with friends.
- Apply to be a lab assistant in the csX tutoring lab.
- Work on a side project in the Innovation Lab.
- Maintain a school/life balance, e.g., eat out with friends and family, attend a concert or play, make time for your hobbies.

BROADEN YOUR PERSPECTIVES

- In a student organization? Suggest you all complete an implicit bias workshop.
- Consider a study abroad program. Check out students' stories of their experiences.

CONNECT OFF-CAMPUS

- Complete an internship in your field.
- Consider a summer or part-time job.
- Ask your department about networking opportunities with alumni.

TAKE CARE OF YOURSELF

- Take a fitness class, climb the rock wall, or join an intramural team.
- Consider whether counseling is right for you: take a mental health screening.

PAVE YOUR PATH

- Draft your resume and attend a resume blitz.
- Learn about how to network on social media and update your Handshake profile.
- Draft your personal statement.
- Visit the graduate school to find out about graduate programs and admission requirements.

TERM 1: FALL

PHIL 4120 3 CREDIT HOURS
Professional Ethics

COMP 3300 3 CREDIT HOURS
Application Development I

COMP 3600 3 CREDIT HOURS
User-Centric Computing I

COMP 3800 3 CREDIT HOURS
Data Analytics

T2: SCIENCE + LAB 4 CREDIT HOURS

MILESTONE:
• COMPLETE LAB SCIENCES.

TERM 2: SPRING

P1: HIST 2111 OR 2112 3 CREDIT HOURS
US History

COMP BREADTH ELECTIVE 3 CREDIT HOURS
(see options below)

COMP BREADTH ELECTIVE 3 CREDIT HOURS
(see options below)

COMP BREADTH ELECTIVE 3 CREDIT HOURS
(see options below)

A: HUMANITIES 3 CREDIT HOURS

MILESTONE:
• PREREQUISITES SATISFIED TO TAKE APPROPRIATE COMP DEPTH COURSES.

**16 FALL CREDIT HOURS + 15 SPRING CREDIT HOURS
= 31 CREDIT HOURS**

Additional Information:
• **COMP Breadth Elective** - select three of the following; at least two must be 3000 or above: Introduction to Digital Media (COMP 2350), System & Network Administration II (COMP 4400), Mobile Development (COMP 3310), Game Development I (COMP 3350), Physical Computing (COMP 2360), Software Engineering I (CS 3211), or Systems Programming (CS 3280).

CRUSH YOUR COURSEWORK

- Take MATH 1401 as soon as possible to complete your MATH requirements.
- Take your two science lab courses as soon as possible. Make sure you include the labs!
- Complete all foundational COMP courses (COMP 2300, COMP 2500, COMP 3300, COMP 3400, COMP 3600, COMP 3800).
- Complete all prerequisites required for your chosen 4th-year Depth courses.

FIND YOUR PLACE

- Regularly hang out in the 24/7 Mitchell Clifton Computing Center to work on class projects and socialize with friends.
- Apply to be a lab assistant in the csX tutoring lab.
- Work on a side project in the Innovation Lab.
- Maintain a school/life balance, e.g., eat out with friends and family, attend a concert or play, make time for your hobbies.

BROADEN YOUR PERSPECTIVES

- In a student organization? Suggest you all complete an implicit bias workshop.
- Consider a study abroad program. Check out students' stories of their experiences.

CONNECT OFF-CAMPUS

- Complete an internship in your field.
- Consider a summer or part-time job.
- Ask your department about networking opportunities with alumni.

TAKE CARE OF YOURSELF

- Take a fitness class, climb the rock wall, or join an intramural team.
- Consider whether counseling is right for you: take a mental health screening.

PAVE YOUR PATH

- Draft your resume and attend a resume blitz.
- Learn about how to network on social media and update your Handshake profile.
- Draft your personal statement.
- Visit the graduate school to find out about graduate programs and admission requirements.

TERM 1: FALL

ENGL 3405 3 CREDIT HOURS
Professional and Technical Writing

COMP 4986 3 CREDIT HOURS
Internship

COMP BREADTH ELECTIVE 3 CREDIT HOURS
(see options below)

COMP DEPTH ELECTIVE 3 CREDIT HOURS
(see options below)

ELECTIVE 3 CREDIT HOURS

MILESTONE:
• SUCCESSFUL COMPLETION OF INTERNSHIP WITH INDUSTRY PARTNER.

TERM 2: SPRING

COMP 4982 3 CREDIT HOURS
Capstone

COMP DEPTH ELECTIVE 3 CREDIT HOURS
(see options below)

COMP DEPTH ELECTIVE 3 CREDIT HOURS
(see options below)

ELECTIVE 3 CREDIT HOURS

ELECTIVE 3 CREDIT HOURS

**15 FALL CREDIT HOURS + 15 SPRING CREDIT HOURS
= 30 CREDIT HOURS**

Additional Information:
• **COMP Breadth Elective** - select three of the following; at least two must be 3000 or above: Introduction to Digital Media (COMP 2350), System & Network Administration II (COMP 4400), Mobile Development (COMP 3310), Game Development I (COMP 3350), Physical Computing (COMP 2360), Software Engineering I (CS 3211), or Systems Programming (CS 3280)
• **COMP Depth Courses** - select three of the following: Cybersecurity (COMP 3500), Advanced DB Systems (COMP 4200), Application Development II (COMP 4300), Game Development II (COMP 4350), DevOps (COMP 4420), Computer Forensics (COMP 4500), User-Centric Computing II (COMP 4600), Special Topics in Computing (COMP 4985), or Advanced Web Development (CS 4180)

CRUSH YOUR COURSEWORK

- Complete your required internship experience (COMP 4986).
- Complete your required Capstone project course (COMP 4982).
- Complete your Depth courses.

FIND YOUR PLACE

- Volunteer as an ACM or ACM-W officer.

BROADEN YOUR PERSPECTIVES

- Assess your cultural competency.
- Consider working abroad and research visa regulations.
- Explore practices of creating more inclusive careers.

CONNECT OFF-CAMPUS

- Ask for advice from professionals in your field of interest.
- Explore career shadowing opportunities.

TAKE CARE OF YOURSELF

- Explore a farmer's market for fresh produce.
- Develop a post-graduation exercise plan.
- Explore your loan repayment options and complete your exit counseling.

PAVE YOUR PATH

- Request references from professors and supervisors.
- Draft your resume cover letter and personal statement and revise it with career services.
- Attend business fairs and career fairs at UWG and across the state.
- Attend an interview workshop.
- Apply for graduate programs.