Computer Science

Engineering and Computation Building (ECB), Room 308, (907) 786-1900
www.uaa.alaska.edu/computerscienceandengineering

The Department of Computer Science and Engineering offers courses covering the major areas of computer science. These courses constitute the basis for an undergraduate major that prepares students for a variety of professional and technical careers in business, industry and government, or for graduate work leading to advanced degrees. In addition, the department offers courses for students from other fields that will use computer science as a tool in their own areas.

The department offers two degrees in computer science: the Bachelor of Arts in Computer Science and the Bachelor of Science in Computer Science. The BA gives the student the opportunity to obtain a liberal arts background while the BS program gives the student the opportunity to pursue a sciences background. The BS is recommended for those seeking to pursue a graduate degree in computer science.

Both degrees prepare the student to pursue a professional career in the computing field and are based on the computing curriculum guidelines developed by the Accreditation Board for Engineering and Technology (ABET). The core of both degrees emphasizes broad fundamental principles of computer science and teaches the student the necessary skills to develop solutions using current or future technology. The core topics include computer programming, systems organization, software engineering, databases and theory. Upon completion of the core topics, the student may select electives that explore specific areas of computer science, such as computer graphics, architecture or intelligent systems.

Accreditation

The Bachelor of Science in Computer Science program is accredited by the Computing Accreditation Commission of ABET (http://www.abet.org).

Program Objectives

The computer science program has adopted the following educational program objectives for the Bachelor of Arts and the Bachelor of Science degrees in computer science. Graduates with these degrees will achieve some or all of these objectives within five years of graduation:

1. Make contributions to the computing profession and apply computational solutions to solve real-world problems.
2. Successfully adapt to changes in the field of computer science.
3. Meet or exceed the expectations of their employers and professional mentors as computer science professionals and advance in their career.
4. Be admitted to and successfully complete advanced degree programs.
5. Contribute to the Alaska economy through their professional accomplishments in computing.

Programs of Study

Bachelor of Arts

- BA in Computer Science (http://catalog.uaa.alaska.edu/undergraduateprograms/coeng/computerscience/ba-computerscience)

Bachelor of Science

- BS in Computer Science (http://catalog.uaa.alaska.edu/undergraduateprograms/coeng/computerscience/bs-computerscience)

Minor

- Minor in Computer Science (http://catalog.uaa.alaska.edu/undergraduateprograms/coeng/computerscience/minor-computerscience)

Faculty

Shawn Butler, Term Assistant Professor, sabutler2@alaska.edu
Martin Cenek, Assistant Professor, mocenek@alaska.edu
George Kamberov, Associate Vice Provost for Research, gkamberov@alaska.edu
Kenrick Mock, Professor/Chair, kjmock@alaska.edu
Frank Moore, Professor, fwmoore@alaska.edu
Sebastian Neumayer, Assistant Professor
Kirk Scott, Professor, kascott@alaska.edu
Frank Witmer, Assistant Professor, fwitmer@alaska.edu