Dear M.S. Computer Science Student,

We hope the following information will better assist you with choosing your Computer Science courses for the Fall 2016 semester. Make sure to read the document titled “Important Information for Newly Admitted Students” and view the following link, which will direct you to your required program curriculum: [http://www.cs.usc.edu/academics/masters/](http://www.cs.usc.edu/academics/masters/)

The following information includes a list of the recommended courses that you should consider choosing for your first semester, based on your program.

Please be aware that not every course is offered every semester. Some courses are offered only in the Fall or only in the Spring. Please view the [CSCI course catalogue page](http://www.cs.usc.edu/academics/masters/) to determine when a course will typically be offered. The course description will indicate a (Fa) for Fall or a (Sp) for Spring or (FaSp) for both. Again, these term indications are only a general guideline as to when courses are typically offered.

A maximum of 4 units may be taken from approved 400-level courses in either Electrical Engineering or Computer Science; the remaining units must be approved courses at the 500 or 600 level. (8 units from CSCI 423 and CTIN 488 are approved for Game Development students.)

**Master of Science in Computer Science (General Program)**
The general program has one specifically required course (CSCI 570). 570 – Analysis of Algorithms is a rigorous theoretical course and is offered every semester. The rest of the program is comprised of elective courses, with two core elective courses that must be chosen from:

- CSCI 561 - AI
- CSCI 571 - Web Tech
- CSCI 585 - Database

CSCI 577A – is a great project based course for your 1st semester!

**Computer Networks**
CSCI 570 - Analysis of Algorithms
CSCI 561, CSCI 571, CSCI 585, EE 450* (a [placement exam](http://www.cs.usc.edu/academics/masters/) is required if you wish to test out of this course)

**Computer Security**
Choose 1 - CSCI 570, CSCI 561, CSCI 571, CSCI 585

AND
CSCI 530 – Computer Security

**High Performance Computing & Simulation**
CSCI 570 – Analysis of Algorithms
CSCI 561, CSCI 571, CSCI 585

**Data Science**
CSCI 585 – Database Systems (should be taken 1st semester)

AND
Choose 1-CSCI 561, CSCI 570
Software Engineering
Choose 1 - CSCI 561, CSCI 571, CSCI 585, CSCI 570
CSCI 577A-Software Engineering

Intelligent Robotics
CSCI 570 or CSCI 561
AND
CSCI 571 or CSCI 585

Multimedia and Creative Technologies
CSCI 576 - Multimedia Systems Design ***(highly recommended)***
CSCI 570 – Analysis of Algorithms
CSCI 561, CSCI 571, CSCI 585

Game Development
CSCI 580 – 3D Graphics and Rendering  *(Preferred Course for 1st term Game Dev. Students)*
CSCI 522 – Game Engine Development *(Preferred Course for 1st term Game Dev. Students)*
***CSCI 580 & 522 should be taken the 1st semester.***

*To enroll in courses offered by other departments such as CTIN, EE, MATH, and ISE, you must contact that department for d-clearance.

Course descriptions are available online at:
http://catalogue.usc.edu/content.php?catoid=2&navoid=436

The Fall 2016 Computer Science Schedule of Classes is available online at:  http://classes.usc.edu/

Once you have chosen the courses you would like to take, make sure to submit your top course preferences online as soon as possible. If a Computer Science course is required during your first semester, we will guarantee you D-Clearance. Make sure to include such course(s) on your course preferences, where number one is your first choice and number three is your last choice.

We will be available for further advising during the week of Orientation.

Sincerely,

The Student Affairs Staff Computer Science Department USC Viterbi School of Engineering