

Computer Science & Software Engineering Departmental Scholarship Application

Directions for Completing Application:

1. Answer all questions to the best of your ability.
2. Please PRINT in or TYPE all responses.
3. Mail all applications to:

Scholarship Committee
Department of Computer Science & Software Engineering
Auburn University
107 Dunstan Hall
Auburn, AL 36849-5347

Applications are accepted at any time.

DEADLINE FOR FALL 2008 – January 9, 2008

Personal Information:

Student's Name _____
(Last) (First) (Middle)

Date of Birth _____

Permanent Address _____
(Street or Post Office Box) (City) (State) (Zip Code)

Mailing Address (if different from above) _____

Home Phone Number () _____ - _____

E-mail Address _____

Planned Area of Study: (Circle One)

PCPS/Computer Science

PSWE/Software Engineering

PWRS/Wireless Software Engineering

Have you applied to Auburn University? _____

Were you accepted for enrollment? _____

Academic Information:

Name of High School _____

High School Address _____
(Street) (City) (State) (Zip Code)

Phone Number () _____ - _____ Fax Number () _____ - _____

Principal's Name _____

Counselor's Name _____

HS GPA _____/4.00 ACT Score _____ SAT Score _____

Honors and Activities:

Please attach a resume or list of all activities, honors, and leadership positions in high school, church, community, etc.

Short Answer:

1. Please explain your interest in computer science or software engineering.
2. How did you hear about our scholarship?
Why do you feel that you should be selected for a scholarship?
3. What are your possible career interests?
4. To what personality traits do you attribute your successes in life?

Information Release:

I authorize the release of the information provided on this application, ACT and SAT scores, and high school and/or college grade point averages to the Auburn University scholarship committee and the Computer Science & Software Engineering Industrial Advisory Committee.

(Signature)

(Date)

ALL ENCLOSED INFORMATION IS CONSIDERED STRICTLY CONFIDENTIAL