Whether you’re listening to music, playing a game, or taking flight, you’re depending on software.

Scholarships/Financial Assistance
Loan and grant opportunities are available, including:
- Full grants
- Departmental scholarships
- Research internships with professors
- Guaranteed student loans
- Aid abroad scholarships
As students progress, the number of available scholarships and grants increases. Although some consideration is given to financial need, most scholarship awards are based on academic achievement.

www.auburn.edu/student_info/student_affairs/finaid

The Auburn Advantage
Solid academics and a campus with a strong sense of place make Auburn special. Our alumni recall a friendly, safe campus with a sense of family, caring professors, academic variety and challenge, and extracurricular activities that helped them grow into leaders.

- Outstanding instruction
- Research opportunities
- Scholarship opportunities
- Academic support
- Variety of career opportunities
- Resume service for alumni
- Hands-on lab projects
- Co-op education and internships
- Mentoring
- General faculty and student body
- Job search assistance
- Classic college town atmosphere

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2005-001-CSSE
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Computer scientists and software engineers design, analyze, and develop software for the computer systems and networks that power today’s world. With applications ranging from personal computing to entertainment systems to life-critical applications such as medical, flight, and space systems, software must be engineered to demanding performance, reliability, and safety standards. The individuals with the expertise to meet such demands are computer scientists and software engineers. The starting salary range for Auburn software engineers and computer scientists is $50,000 to $60,000.

Computer Science and Software Engineering

Auburn University’s Department of Computer Science and Software Engineering, one of nine departments in the Samuel Ginn College of Engineering, maintains its place on the cutting edge of computing technology through innovation and achievement such as:

- First public university in the nation to offer a bachelor’s degree in wireless engineering
- Auburn University designated as a Center of Academic Excellence by the National Security Agency for the department’s work in information security and assurance.

Bachelor of Science in Computer Science

- Provides the basic skills necessary to manage computer and Internet technology. These skills include Web page development, scripting and script development and maintenance, Java programming, script programming, object-oriented programming, and system administration.
- Fifteen semester hours of COMP are required.

Bachelor of Software Engineering

- Equips students with a balance of computer science theory and practical application of software engineering methodology using modern software engineering environments and tools. The software engineering curriculum focuses on analysis/design, verification, validation, construction, application, and maintenance of software systems. Core topics include software modeling and design, construction, process and quality assurance, intelligent and interactive systems, networks, operating systems, and computer architecture.

- Core course work provides an excellent preparation for students seeking careers in software and related fields. To succeed in pursuing a successful study, Advanced course work requires theoretical computer science, human-computer interaction, and net-centric computing.

Undergraduate Curriculum

Our curriculum is built on a strong foundation of science, mathematics, and humanities.

- Bachelor of Science in Computer Science
- Bachelor of Software Engineering
- Bachelor of Wireless Engineering (software option)

Minors Offered

- Computer Science
- Information Technology

Bachelor of Science in Computer Science

Through hands-on exposure to a variety of computer systems, tools, and techniques, the computer science curriculum provides an excellent preparation for students seeking careers in software and related fields. In a well-planned program that pursues this goal, advanced course work includes theoretical computer science, human-computer interaction, and net-centric computing.

Bachelor of Software Engineering

Equipping students with a balance of computer science theory and practical application of software engineering methodology using modern software engineering environments and tools, the software engineering curriculum focuses on analysis/design, verification, validation, construction, application, and maintenance of software systems. Core topics include software modeling and design, construction, process and quality assurance, intelligent and interactive systems, networks, operating systems, and computer architecture.

Bachelor of Wireless Engineering (software option)

Electrical and software engineering fundamentals introduce wireless software engineering majors to wireless communication theories, devices, circuits, systems, networks, applications, standards, and management. Design experience is gained through basic design concepts and hands-on design experience in laboratories, including effective use of modern engineering tools. Wireless software engineering focuses on application development for embedded software on wireless platforms as well as the associated server-side and client-side aspects of wireless networks.

Research Areas

The Department of Computer Science and Software Engineering provides research into many different aspects of computer science and software engineering, from human-computer interaction to satellite software, including:

- Devices such as PDAs and cell phones that recognize handwritten characters
- Computers that respond to voice commands
- Development environments with visualizations for software
- Systems that are wirelessly networked and internet-cineto with people
- Techniques for securing and accurate data transmission and reception

Laboratory Facilities

The research facilities of the Department of Computer Science and Software Engineering offer students an opportunity to develop special skills in emerging technologies. Current laboratories include:

- Center for Innovation in Mobile, Pervasive, Agile Computing Technology (IMPACT)—one of four centers that comprise the Information Technology Peak of Excellence at Auburn University
- Graphical Representations of Algorithms, Structures, and Processes (GRASP) Laboratory
- Information Assurance Laboratory
- Intelligent and Interactive Systems Laboratory
- Wireless Engineering Research and Education Center

Extracurricular Opportunities

Auburn Engineering students can participate in a wide variety of educational activities beyond the classroom, gaining experience with teamwork and project management. In the U.S. Department of Energy’s Solar Decathlon national solar house competition, CSSE students developed software capable of predicting theoretical solar energy yield on an hour-by-hour basis.

Computer science and software engineering students are encouraged to participate in extracurricular activities such as:

- Association for Computing Machinery
- National Society of Black Engineers
- Society of Women Engineers
- Upsilon Pi Epsilon honor society
- ACM student chapter
- College of Engineering tutoring program

Advising/Support Services

To ensure progress toward completion of degree requirements, an engineering advisor, the department academic advisor, and department undergraduate program officer are available to advise and assist students in degree planning and course selection. Auburn Engineering is committed to helping students succeed. The following services are available at no cost:

- At least one academic advisor
- Guidance and assistance in course selection
- Study partners mentoring program
- Mentors’ advising network
- Computer science course orientation
- Access to Web-based tools, community forums, and discussion boards

Information Technology

Provides the basic skills necessary to administer computer and Internet technology. These skills include Web page development, scripting and script development and maintenance, Java programming, script programming, object-oriented programming, and system administration. Fifteen semester hours of COMP are required.