Graduate study in computer science and software engineering provides students with opportunities to further their education through advanced courses in their area(s) of interest, and to exercise and sharpen skills developed during their undergraduate education. The graduate curriculum is directed toward creative research with a faculty mentor. All degrees are designed to appeal to working professionals as well as full-time students, and available both online and on campus.

**Master of Science (M.S.) thesis option** — requires completing a set of courses approved by the student’s advisory committee, carrying out research on a chosen topic, completion and defense of a thesis and passing the final examination (thesis defense).

**Master of Science (M.S.) non-thesis option** — this degree can be earned by successfully completing a set of courses including three required courses and an optional capstone engineering project.

**Master of Cybersecurity Engineering (M.C.E.)** — this program prepares students for analyzing, developing, investigating, protecting, and defending the cyber ecosystem of organizations by focusing on the engineering and technical aspects of cybersecurity. This program requires completion of a set of mandated and elective courses and a capstone engineering project.

**Master of Data Science and Engineering (M.D.S.E.)** — this program prepares students to pursue careers in data science and engineering, where valuable insights are derived from massive amounts of raw data. Our high-quality curriculum offers an excellent balance between theory and application, equipping students with foundational skills and state-of-the-art technologies related to the next generation of big data applications.

**Doctor of Philosophy (Ph.D.)** — this program requires successful passing of qualifying examination covering graduate materials and general examination covering the major and minor fields, the preparation of an acceptable dissertation reflecting high achievement in scholarship and independent investigation, and the passing of a final examination on the dissertation and related subjects.

**TEAMS AND ORGANIZATIONS**

Computer science and software engineering students are encouraged to participate in various campus and departmental organizations, including:

- Association of Computing Machinery (ACM)
- AuburnHacks, official Major League Hacking event

For more information, visit [www.eng.auburn.edu/organizations](http://www.eng.auburn.edu/organizations)
SCHOLARSHIPS

The College of Engineering and the Department of Computer Science and Software Engineering provide scholarship opportunities to students at every stage of their academic career. To be eligible for scholarships at Auburn University, all students must apply through AUSOM.

For information about engineering scholarships, visit www.eng.auburn.edu/scholarships

NOTABLE

- 1,284 undergraduate students and 224 graduate students enrolled in fall 2020
- 32 full-time faculty members
- Providing the nation’s first bachelor’s degree in software engineering at a public institution
- Serving as a National Security Agency Center of Academic Excellence, supporting research and education in cybersecurity
- Computer Science minor provides a background in computer science theory and practice, including programming in high-level languages, algorithms and data structures
- Information Technology minor provides the skills necessary to administer computer and Internet technology, including web, applet and servlet development and object-oriented programming

LIFE AFTER GRADUATION

Students in computer science and software engineering enjoy high demand for their expertise, with average starting salaries above $75,000 for bachelors-level graduates. Recent employers include Aflac, Amazon, Apple, Boeing, Department of Defense, ExxonMobil, Facebook, Google, Harris, IBM, Intel, Lockheed Martin, Microsoft, NEC, Verizon, and many more.

RESEARCH, LABORATORIES AND CENTERS

Research areas include:
- Artificial intelligence
- Augmented and virtual reality
- Cloud computing
- Computer and wireless networks
- Computer games
- Computer science education
- Cybersecurity and cyber-physical systems
- Data science and databases
- Embedded and energy-efficient computing
- Human-computer interaction
- Machine learning
- Mobile computing
- Modeling and simulation
- Software analytics and engineering

The department is affiliated with the following:
- Auburn Cyber Research Center (ACRC)
- McCrary Institute for Cyber and Critical Infrastructure Security
- Wireless Engineering Research and Education Center (WEREC)