Do you love computers? Have you ever wanted to develop and/or modify computer systems software and hardware? Would you love to work with computer operating systems and utilities? According to the U.S. Department of Labor, seven of the 10 fastest growing occupations over the next 10 years will be in the information technology field.

Majors
- **Computer Science** - Software Engineering
- **Comprehensive major (no minor required)**
- **Computer Science**

Minor
- **Computer Science**

Where you'll find our grads
- Software Engineer, Liberty Mutual, Wausau, WI
- Software Engineer, 3M, St. Paul, MN
- Software Developer, IBM, Rochester, MN
- Systems Analyst, Lockheed Martin, Aurora, CO

Why UW-Eau Claire

Rankings / Reputation / Well-funded programs
The department has received two grants from the National Science Foundation in the last six years in recognition of its innovative curriculum. The department has also been nominated three times for the UW System Outstanding Teaching Department. The department also received a $5 million gift from David and Marilyn Karlgaard to support financial incentives to outstanding faculty, scholarships for students and technology updates.

Faculty Experts
Our faculty members have expertise in databases, operating systems, software engineering and web development. Faculty have expertise in areas such as computer graphics, vision, robotics, computer architecture, computer security, distributed systems, networking, theory of computation, artificial intelligence and computational science. Excellent teachers design coursework and assignments that challenge and engage students.

Innovative Facilities
The Computer Science department maintains four state-of-the-art computer labs uniquely designed and unlike any others in the region. The Karlgaard Laptop Lab provides a quiet, comfortable study and workspace, reserved for computer science students only. The Teaching Lab has 28 stations and laptop stations with equipment updated every two years.

Contact Info:
Computer Science
Phillips Science Hall 130
101 Roosevelt Avenue
715-836-2526 | Jensenmi@uwec.edu

“What makes me so interested in computer science is whenever we make anything, it's to solve a 'problem'. Computer science can be an art, but always an art with a purpose.”
— Katherine Reiter | comprehensive computer science major
Computer Science (continued)

to ensure students work with the most recent technology. The Software Design Lab offers computing technologies for developing and implementing group software design projects. The Cray Computer Engineering Lab contains equipment used to investigate computer hardware issues and build systems, integrating hardware and software.

Suggested Freshman Curriculum

• Big Picture in Computer Science+
• Fundamentals of Object Oriented Programming*
• Calculus I
• Freshman Experience course
• General electives

+ The Big Picture in Computer Science (CS 146) course is an introduction to computer science. Students examine the various sub-fields that make up computer science, learn computational thinking skills and gain practice with practical techniques for being successful in the study of computer science. Students begin developing a resume and investigating resources for success in the job market or graduate school after their undergraduate careers. Students examine societal and ethical issues in the world of computing. Students also gain experience with data modeling and database querying as practical work related to these areas.

* An introduction to computer programming. Students use an object-oriented approach with Java as its programming language. Java is a language developed for use on the Internet and provides interesting features such as graphics and connections to Internet sites.

Course Work / Pre-Professional Courses

The Computer Science department keeps up with current technology trends by constantly evaluating and updating the curriculum, such as adding application development courses. Two distinct majors are currently offered.

• Computer Science — Comprehensive major: a comprehensive major with coursework in software engineering and database systems, computer hardware and operating systems, and computer networks.
• Computer Science — Software Engineering: a standard major with a focus on software design and development intended for students who wish to become professional software engineers.

Special Admission Guidelines

All undergraduate computer science majors should have a good mathematics background. Students are required to show a college algebra competency before taking freshman coursework.