

## Curriculum Change Form

**(Present only one proposed curriculum change per form)**

**(Complete only the section(s) applicable.)**

### Part I

<input type="checkbox"/> New Course (Parts II, IV)	Department Name	Computer Science
<input type="checkbox"/> Course Revision (Parts II, IV)	College	Arts & Sciences
<input type="checkbox"/> Course Dropped (Part II)	*Course Prefix & Number	
<input type="checkbox"/> New Program (Part III)	*Course Title (30 characters)	
<input checked="" type="checkbox"/> Program Revision (Part III)	*Program Title	Computer Science (B.S.)
<input type="checkbox"/> Program Suspended (Part III)	(Major <input checked="" type="checkbox"/> , Option <input type="checkbox"/> ; Minor <input type="checkbox"/> ; or Certificate <input 3"="" type="checkbox/&gt;)&lt;/td&gt; &lt;/tr&gt; &lt;tr&gt; &lt;td colspan="/> *Provide only the information relevant to the proposal.	

Proposal Approved by:	Date	Date
Departmental Committee	2/28/07	NA
<i>Is this a SACS Substantive Change?</i>	Yes**** <input type="checkbox"/> No <input checked="" type="checkbox"/>	NA
College Curriculum Committee	3/19/07	Approved <input checked="" type="checkbox"/> Disapproved <input type="checkbox"/> <b>05-17-07</b>
General Education Committee*	NA	Faculty Senate**
Teacher Education Committee*	NA	Board of Regents**
		Council on Postsecondary Edu.*** NA

\*If Applicable (Type NA if not applicable.)

\*\*Approval needed for new, revised, or suspended programs

\*\*\*Approval/Posting needed for new degree program or certificate program

\*\*\*\*If "yes", SACS must be notified before implementation. Please contact EKU's Office of Institutional Effectiveness.

### Completion of A, B, and C is required: (Please be specific, but concise.)

**A. 1. Specific action requested:** (Example: To increase the number of credit hours for ABC 100 from 1 to 2.)

Revise the Computer Science degree to include two new options.

**A. 2. Effective date:** (Example: Fall 2001)

Spring 2008

**A. 3. Effective date of suspended programs for currently enrolled students:** (if applicable)

### B. The justification for this action:

There is a definite interest in games and multimedia, and also to give students an option in bioinformatics. Also, rearrange courses so all non-CSC courses are listed as supporting courses, and fix the general education requirements for the Technology option to account for required supporting courses.

### C. The projected cost (or savings) of this proposal is as follows:

#### Personnel Impact:

None

#### Operating Expenses Impact:

None

#### Equipment/Physical Facility Needs:

None

#### Library Resources:

None

**Part III. Recording Data for New, Revised, or Suspended Program**

1. For a new program, provide the catalog description as being proposed.
2. For a revised program, provide the current program requirements using strikethrough for deletions and underlines for additions.
3. For a suspended program, provide the current program requirements as shown in catalog. List any options and/or minors affected by the program's suspension.

New or Revised\* Program Text  
 (\*Use strikethrough for deletions and underlines for additions.)

**Computer Science (B.S.)**

**CIP Code; 11.0101**

<b>Major Requirements</b> .....	<b>48-54 30-48 hours</b>
<b>Computer Science Core</b> .....	<b>42 24 hours</b>
CSC 160, 190, 191, 195, 200, 310, 312, 330, 340, 370, 440, 460 and two of CSC 300, 301, 303, 312, 320, 330, 350, 370, 390, 400, 425, 490, 491, 520, 540, 545, 546, and 550 that are not required by the option.	
<b>Options</b>	
<b>Computer Science (General)</b> .....	<b>6 24 hours</b>
<i>(Accredited by the Computer Science Accreditation Commission of the Computer Science Accreditation Board)</i>	
CSC 200, 312, 320, 330, 370, 400, 440, and 460.	
<b>Computer Technology</b> .....	<b>12 21 hours</b>
EET 254, 302, 303, 354 CSC 200, 312, 330, 370, 440, 460, and 3 hours of CSC 349 <sup>1</sup> .	
<b>Bioinformatics</b> .....	<b>6 hours</b>
CSC 320 and 540.	
<b>Interactive Multimedia</b> .....	<b>24 hours</b>
CSC 120, 140, 301, 303, 330, 491, 520, and 550.	
<b>Supporting Course Requirements</b> .....	<b>21-35 30-55 hours</b>
<b>Computer Science (General)</b> .....	<b>31-35 hours</b>
EET 252; MAT 124* or 124H, 214, 224 or 224H, STA 270. Four courses in the natural sciences which must include one biological lab science course and one physical lab science course. Two of these four courses must also be one of the following sequences: BIO 121, 131; BIO 121, 141; CHE 111/115, 112/116; GLY 108, 109; or PHY 201, 202. The other two courses must be chosen from the above sequence courses or from the following: PHY 131, 132; or any 200 level or above science course that counts toward a science major.	
<b>Computer Technology</b> .....	<b>21-22 30-31 hours</b>
3 hours of CSC 349 <sup>1</sup> ; EET 251, 252, 253, 254, 257, 302, 303, EET 351, and 354; one of MAT 124*, 124H, 211*, or 261*	
<b>Bioinformatics</b> .....	<b>55 hours</b>
BIO 121, 315, 331, 348, 511, 533, 3 hours of BIO 598; 3 hours of BIO 349; CHE 111/115, 112/116, 330, 361, 362; MAT 124*, STA 270, 320.	
<b>Interactive Multimedia</b> .....	<b>34-35 hours</b>
COM 200; EET 252; MKT 301; MUS 290; STA 270; six hours from the following: ART 200, ARH 390 or 391; MAT 124*, 124H, 211*, or 261*; PHY 131 or 201; TEC 190, 255, 313, or 355; MAT 214*, 214H, or 3 credits from COM 320A-I.	
<b>General Education Requirements</b> .....	<b>30-45 hours</b>
<b>Computer Science (General)</b> .....	<b>30 hours</b>
Standard General Education Program, excluding blocks II, IVA, IVB, VII (QSNS) and VIII (6 hours). Refer to Section Four of this Catalog for details on the General Education and University Requirements.	
<b>Computer Technology</b> .....	<b>45 hours</b>
Standard General Education Program, excluding block II. Refer to Section Four of this Catalog for details on the General Education and University Requirements.	
<b>Bioinformatics</b> .....	<b>33 hours</b>
Standard General Education Program, excluding blocks II, IVA, IVB, and VIII (6 hours). Refer to Section Four of this Catalog for details on the General Education and University Requirements.	

**Interactive Multimedia**.....**33 hours**

Standard General Education Program, excluding blocks II, IIIA, IVB, VII (AH), VII (SBS).

Refer to Section Four of this Catalog for details on the General Education and University Requirements.

**University Requirement** ..... **1 hour**  
ASO 100.

**Free Electives** ..... **6-18 hours**

**Computer Science (General)** ..... **14-18 hours**

**Computer Technology** ..... **6-7 hours**

**Bioinformatics** ..... **9 hours**

**Interactive Multimedia** ..... **11-12 hours**

**Total Curriculum Requirements** ..... **128 hours**

<sup>1</sup>Under special circumstances, a student may seek an administrative waiver of the CSC 349 requirement from the Computer Science Curriculum Committee and the department chair. Waiver recipients are required to complete three semester hours of additional course work approved by the Computer Science Curriculum Committee

\*A preparatory course in Mathematics (MAT 107 and/or MAT 109) may be required before admission to calculus