

Best Choices Guide

Computer Science (BA)

This Associate of Arts degree is designed for Colorado Community College System (CCCS) students who want to transfer to UCCS and complete a Bachelor of Arts degree with a major in Computer Science. It is based on the [best academic advising choices](#) for future UCCS students. Please note that final graduation requirements for the bachelor's degree will be based on your year of admission to UCCS. Contact transfer@uccs.edu for more information.

To earn the Associate of Arts Degree, students must complete the following course requirements for a total of 60 semester credit hours, at least 34 of which must be Colorado State-Guaranteed Courses. Courses taken at other colleges, AP, IB, CLEP, DSST, and other sources of credit may not be applicable upon transfer to UCCS even if applied to the associate's degree at CCCS. Check the CDHE's [GT Pathways](#) website for more information.

To transfer to UCCS, students should have a cumulative GPA of 2.0 or better. Students need a 3.0, or higher, GPA to be admitted into the Computer Science BS program.

Degree Requirements		Courses		
Written Communication (6 hours)	<ul style="list-style-type: none"> ENG 121/1021 or ENG 122/1022 ENG 122/1022 or one GT-CO2 course <i>Note: Students who test into ENG 122/1022 should take ENG 131/1031 (Technical Writing I) as their second written communication course.</i>			
Mathematics (5 hours)	<ul style="list-style-type: none"> MAT 201/2410 			
Arts & Humanities (6 hours)	<ul style="list-style-type: none"> Complete two GT-AH courses (GT-AH1) (GT-AH2) (GT-AH3) (GT-AH4) 			
History (3 hours)	<ul style="list-style-type: none"> Complete one GT-HI1 course (GT-HI1) (DO NOT take more than one GT-HI course for this AA.) 			
Social & Behavioral Sciences (6 hours)	<ul style="list-style-type: none"> Complete two GT-SS Courses (GT-SS1) (GT-SS2) (GT-SS3) 			
Physical and Life Sciences (7 hours)	<ul style="list-style-type: none"> Select two courses. (GT-SC1) (GT-SC2) At least one course MUST come from the GT-SC1 category.			
Additional Requirements		PPSC Courses	UCCS Equivalents	Credit Hours
(27 hours) Courses recommended by UCCS for this degree. *NOTE: CSC 1060 & 1061 should both be taken in either Java or C++ (<i>Java is preferred</i>). If only CSC 1060 is taken, it must be in Java or it may need to be repeated at UCCS.	CSC 119/1019	CS 1120	3	
	CSC 160/1060*	CS 1150 (<i>taught only in Java</i>)	4	
	CSC 161/1061*	CS 1450 (<i>taught only in Java</i>)	4	
	CSC 225/2025	CS 2160	4	
	CSC 230/2030	CS 2060	3	
	General Electives		9	
	<ul style="list-style-type: none"> CSC 1026 is recommended for students interested in the Game Development track. 			

Other AA/AS Requirements

- A minimum of 60 credit hours in a prescribed program of study with a cumulative grade point average of 2.0 (a C average). At least 15 of these credit hours must be earned from CCCS.
- Career and technical courses, whether taken at another institution or at CCCS, are not accepted toward this degree without approval of the CCCS Vice President for Instructional Services. Approval is given only when it is appropriate to the educational objectives of the student.
- Courses numbered below 100/1000 do not apply towards degrees.

Additional Resources

The UCCS transfer website (www.uccs.edu/transfer) has many additional resources for students transferring from CCCS to UCCS.

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Four-Year Degree Plan – Computer Science

The following four-year plan lists all the specific course requirements for the Bachelor of Arts in Computer Science degree at UCCS. Courses are listed by the course number at the appropriate institution. The order in which these courses are taken may vary with course availability. **Students are responsible for completing all course prerequisites.** Please note that this is a *suggested* degree program; your program may vary.

Suggested First Year

FALL			SPRING		
√	Course	Hours	√	Course	Hours
	ENG 121/1021 or ENG 122/1022	3		ENG 122/1022 or ENG 131/1031	3
	CSC 119/1019	3		CSC 160/1060 (<i>Java preferred</i>)	4
	MAT 201/2410	5		GT-AH course	3
	GT-AH course	3		GT-SS course	3
	GT-SS course	3		General Elective	3
	TOTAL	17		TOTAL	16

Suggested Second Year

FALL			SPRING		
√	Course	Hours	√	Course	Hours
	CSC 161/1061 (<i>Java preferred</i>)	4		CSC 225/2025	4
	GT-HI course	3		CSC 230/2030	3
	GT-SC course	3		GT-SC1 course	4
	General Elective	3		General Elective	3
	TOTAL	13		TOTAL	14

Suggested Third Year

FALL			SPRING		
√	Course	Hours	√	Course	Hours
	TCID 2090 or General Elective	3		CS 2020	3
	CS 2150 or MATH 2150	3		CS 3160	3
	CS 2300	3		CS 3300	3
	CS 2080	3		CS Core Elective	3
	CS 3020, 3060 or 3080	3		Upper-Division (UD) General Elective (<i>Sustainability</i>)	3
	TOTAL	15		TOTAL	15

Suggested Fourth Year

FALL			SPRING		
√	Course	Hours	√	Course	Hours
	CS Track Course	3		CS 4300	3
	CS Track Course	3		CS Track Course	3
	CS Track Course	3		CS Track Course	3
	CS Core Elective	3		CS Track Course	3
	UD General Elective (<i>Writing Intensive/Inclusiveness</i>)	3		UD General Elective (<i>Navigate</i>)	3
	TOTAL	15		TOTAL	15

UCCS Bachelor of Arts, Computer Science Major Requirements

- A minimum of 120 hours must be completed with a cumulative CU grade point average of 2.0; at least 45 of these hours must be at the upper-division level (courses numbered 3000-4999).
- The Computer Science major requires a minimum of 35 hours and 18 hours in a CS Track, with a grade point average of 2.0, and at least 34 of the hours must be at the upper-division level (courses numbered 3000-4999).
- The last 30 hours of the degree must be completed while registered in the College of Engineering & Applied Science at UCCS.

Prospective Student Advising: Transfer Advisor (transfer@uccs.edu)