Natural Sciences, Mathematics & Engineering Department Summary: Curriculum Transformation

*Save file as (Degree Name) Summary and send the file as an email attachment to* [*nsmesummaries@share.calstate.edu*](mailto:nsmesummaries@share.calstate.edu)

Please submit **one document per degree program**.

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| **Degree Program** | Computer Science |

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| **Introduction and Rationale**  *Provide a concise introduction to the curricular transformation. What is the rationale for the changes and what transformation elements are utilized (e.g., High Impact Practices, alignment with accreditation standards, or others, as identified in the MOU)? Does the transformation align the program to similar programs at other institutions?* |
| As stated in our curriculum transformation proposal, the following was our motivation going into the Q2S process (edited for brevity and clarity):    The Computer Science curriculum transformation seeks to restructure and re-sequence the major courses to maintain alignment with the ACM/IEEE Body of Knowledge, while also remaining within unit limitations for CSU semester campuses. A simple conversion cannot accomplish this goal, as a one-to-one mapping of quarter courses to semester courses would not preserve the sequencing inherent in certain Body of Knowledge topic areas or would unnaturally delay graduation as a multi-course quarter sequence gets mapped to a longer multi-course semester sequence. Both of these negative consequences of a conversion would be detrimental to students in the major, so a transformation will enhance the student learning experience. An important constraint will be to maintain topic area overlaps with the Computer Engineering and Electrical Engineering curriculum so that the total number of courses required for all three degrees in each academic year will remain within the workload limits of the department. This will allow timely offering of courses so that student graduation will not be delayed due to course unavailability.  …  We are also taking a long-term approach to the quarter to semester process. We wish to create a semester curriculum that embodies exemplary academic and curricular practices, so that the curriculum will be suited to the degree program for years to come. A curriculum transformation will enable this vision, while a curricular conversion is a short-sighted process that seeks to minimize disruptions at the point of converting to semesters, but sacrifices a long-term commitment to excellence in our program. We feel that the issue of converting students from the current quarter curriculum to the proposed semester curriculum should be handled as a unique, one-time occurrence and that it should not drive our Q2S process. Additionally, there is no requirement from ABET for the curriculum to be identical, just that it be equivalent. Since the driving force behind both the quarter curriculum and the semester curriculum is the ACM/IEEE Body of Knowledge, we believe that if each individual student is evaluated for their current Body of Knowledge coverage under the quarter system and is assigned semester courses that cover the gaps, that should be satisfactory for ABET purposes.  …  This is also an opportune time to restructure the Computer Science major, as the next revision of the ACM/IEEE Body of Knowledge for Computer Science (CS2013) is currently being finalized. This new standard includes a greater focus on information security, distributed computation, and systems, which reflect current industry trends and graduate school research areas. Incorporating these new focus areas will also enhance the post-graduation prospects of majors, as well as expose non-majors taking Computer Science cognate courses to critical skills such as secure programming practices. It is important to note that the existing topic areas in the ACM/IEEE CC2001 Body of Knowledge have been maintained. This means the CS2013 standard maintains functional equivalency with the CC2001 standard for purposes of ABET accreditation, but that new core areas have been added. This also means that the addition of more core topic hours will provide additional unit pressures on the semester-based Computer Science curriculum.  We also sought to incorporate stand-alone high impact practice courses as a required component of the curriculum, but unit constraints quickly killed that enthusiasm, so our stand-alone courses that were specifically for high impact practices (research, leadership, service learning, teaching experiences) are now elective options. High impact practices were incorporated into other portions of the curriculum as unit constraints and ACM/IEEE Body of Knowledge requirements allowed.  While we were aware of the constraints of ABET and the new ACM/IEEE CS 2013 Body of Knowledge going into the transformation, the constraints of SB1440 and the 120 unit constraint soon began a tug-of-war over units and unit allocation within the degree program. ABET requires one and one-third year of computing topics (where “one year” is one-fourth of the total units for graduation) and one year of mathematics/science appropriate to the discipline. The new ACM/IEEE Body of Knowledge has a focus area shift to computing fundamentals, information security, and distributed and parallel computation. SB1440 requires us to support the Computer Science transfer model curriculum published on C-ID.net for lower division coursework and to have no more than 60 units of upper division coursework once students transfer to CSUB. It was a delicate dance of units to get each requirement precisely within its boundaries, and one that will be upset if we do not receive at least 3 units of upper division General Education modifications.  We were mindful of the campus desire to maintain quarter-to-semester equivalent units (QSE units) during the conversion and transformation process, but we also had to incorporate the CS 2013 curriculum standards, which includes new knowledge areas, and address deficiencies in our program. We incorporated as much as possible into existing courses and streamlined sequences to free up unit space, but did have to add new courses (see below attachment for overview of CS 2013 changes). We were also at the mercy of the decision of cognate courses when it came to their Q2S conversion. We also surveyed other CSU campuses with Computer Science programs to see their curriculum, but none of them support all components of the CS 2013 Body of Knowledge (see below attachment).  In a perfectly uniform conversion, the Computer Science (CS) concentration would have a QSE core of 58, a QSE cognate of 28, and an overall QSE total of 87. We were able to streamline course sequences for a savings of 5 QSE. We limited the 3 lecture + 1 lab model to essential courses, which added only 4 QSE. Adding the new CS 2013 distributed and parallel computation course added 3 QSE and adding the new theory of computation course to address program deficiencies (see Evidence-Based Modifications for details) added another 3 QSE. This resulted in an overall 4 QSE gain to the core and cognate. The program is still within 120 units, even with only 6 units of General Education modifications (the Academic Senate documents guarantee us 6 units of GE modifications), and will be exactly at 60 SB1440 units provided 3 units of GE modifications are at the upper division level. Additionally, from the CSU-wide comparison, our core program is within the range of core units of the surveyed campuses. It is slightly above average, but this is a reflection of incorporating the new topic areas in CS 2013.  For the Computer Information Systems (CIS) concentration, the core QSE is 68, the cognate QSE is 10 and the overall QSE is 81. Our proposed curriculum is very close to this, with a core of 70, cognate of 12-15 and overall of 82-85. The core incorporates the new CS 2013 course on distributed and parallel computation (+3 QSE), but not the theory of computation course as the CIS concentration is less theory-intensive. The core also added a second web programming course (+3 QSE), as most CIS students under quarters opted to take this elective. The graphics course was removed from the core (-3 QSE) as it was too math-intensive for students who are not required to take calculus. As with CS, the 3+1 model was limited to essential courses (+5 QSE). Finally, one elective was removed (-3 QSE) so the general elective total would be 12 units, which allows the students to optionally take a discipline-based minor instead of an elective. This resulted in a net gain of 1 QSE to the core+cognate.  The Information Security (IS) concentration maintains perfect QSE equivalency at the core+cognate level. The core QSE is 46, the cognate QSE is 40, and the core+cognate QSE is 85. The proposed curriculum has an overall core+cognate of 85-86. However, there was a significant shift between core and cognate areas, particularly in the Global Intelligence and National Security (GINS) cognates. The IS concentration is a theory-intensive concentration, so it gains both new courses from the CS core (+6 QSE). It is not intended to be ABET accredited, so the Linear Algebra cognate was removed entirely (-4 QSE), as is consistent with the recommendations in CS 2013 (although hotly debated, linear algebra is no longer a required cognate for computer science). To map more closely to the Computer Science transfer model curriculum, assembly was added back to the lower division core courses (+4 QSE). Finally, there were too many upper division courses with 6 GINS cognate courses, since all of the GINS courses are at the upper division level. This would have required too many courses for transfer students. The GINS cognate was pared back to 4 GINS courses (-6 QSE).  Summary of External Standard and Resources for Computer Science Programs   * C-ID.net transfer model curriculum between CA community colleges and CSUs/UCs for Computer Science: <http://www.c-id.net/docs/NewTMCs/Computer_Science_TMC_1_2013_Final_Update.doc> * ACM/IEEE CS 2013 Body of Knowledge (518 pages) is the primary standard for Computer Science programs (see below attachment for summary of majors changes since CC2001, which is the CEE/CS department’s current standard for the Computer Science curriculum): <http://www.acm.org/education/CS2013-final-report.pdf> * ABET curriculum guidelines for Computer Science (Select II. Program Criteria - Computer Science and Similarly Named Computing Programs): <http://abet.org/cac-criteria-2014-2015/> * Major Field Test for Computer Science: <https://www.ets.org/s/mft/pdf/2011/mft_testdesc_compsci_4hmf.pdf> * Comparison to other CSU campuses: see below attachment |
| **Supporting documentation (optional) and unit exception proposals** should be attached below by placing your curser after this paragraph, then locating the **Insert Tab** in the top ribbon and find **Insert > Object > Attach as File**. Need Help? [See Tip Sheet](#_Tip_Sheet)  **Optional Attachment(s):**  > |

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| **Evidence-Based Modifications**  *Please indicate how assessment results and evidence-based practices have informed the curriculum revision.* |
| A primary focus of our curriculum transformation is to create a program that not only aligns with the new ACM/IEEE CS 2013 Body of Knowledge for Computer Science, but is also capable of being ABET accredited. While CS 2013 allows for the elimination of Linear Algebra as a mathematics cognate for Computer Science majors, ABET criteria require at least 30 semester units of mathematics and science coursework relevant to the discipline. To support ABET requirements and add flexibility for our students, we’ve replaced the Linear Algebra cognate course with the Math/Science elective, which includes Linear Algebra as an option.  Additionally, the CS 2013 redesign primarily removed need for detailed digital circuits course for computer science students (it is still needed for engineering students). This allowed the department to design two computer architecture and organization sequences: CMPS 2240+3240 for Computer Science students with a stronger focus on assembly language in the first course and ECE 3200+CMPS 3240 for Computer Engineering students with a stronger focus on digital circuits in the first course. This saves a course for both majors.  Major Field Test results since 2005/06 have consistently shown our Computer Science students perform below the national average for the algorithm and theory portion of the test. While our overall score has been at or above the national median, the percentile on the algorithm and theory portion of the test has consistently been in the bottom third (26.4%, 33%, 33%, 33%, 35% for the last five years). This portion of the test consists of topics from the mathematical foundations of computer science, instead of the applied foundations that the rest of the test covers. Students in the region are historically underprepared for mathematics, and struggle in theory intensive courses. As has been previously noted in the program reviews and assessment reports, the only way to improve this outcome is to add additional courses in computational theory. Under the quarter-based curriculum, there was not sufficient unit space to add another 5-unit course. In the semester-based curriculum, there is just enough unit space to add a 3-unit theory of computation course, which will build upon discrete structures, data structures, and algorithm analysis to provide our Computer Science students a culminating course in computational theory. |
| *Check all the types of assessment results that informed the curricular revision:*  X Course Learning Outcomes  X Program Learning Outcomes X University Learning Outcomes X Externally-Normed Standards |

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| **Impact on Students**  *Please indicate how students will be affected (e.g., time to degree, graduation rates, improved learning, student financial implications, etc.). Specifically address the impact on all audiences, including those outside of the major.* |
| Alignment with the SB1440 and C-ID.net requirements for the Computer Science model curriculum should streamline the process for transfer students from CA community colleges, along with transfer to and from other CSUs and UCs. If both campuses are mapped to the same C-ID course identifiers for their lower division courses, articulation becomes a much simpler process. This allows students to save money by completing the lower division requirements at a community college.  Support for the CS 2013 curriculum for the main Computer Science concentration not only puts us on the forefront of computing education, it also prepares our students for the current job environment in cloud computing, systems programming, parallel programming, and so forth. Likewise, the Computer Information Systems concentration will be better prepared for the current job environment of web programming and mobile device programming, since the concentration requires one year of web programming (CMPS 2680 and 3680) and one-half year of device programming (CMPS 3390).  All three concentrations have been designed to be completed in a four-year time span for sufficiently prepared students and in a two year time span for transfer students who have completed the transfer model curriculum specified on C-ID.net. Students who are not calculus ready will have a delay in completing the main Computer Science concentration and the Information Security concentration, due to the calculus and probability theory requirements. This is unavoidable, due to the rigor of the national standards in computing education. |

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| **Resource Implications**  *Please describe the resource implications (faculty resources, facility usage, library holdings, etc.).* |
| The department currently has sufficient library holdings to support the program. Room utilization may become an issue as more courses will be taught each term. Time conflicts with cognate courses may become inevitable, as most daytime time blocks will be needed to teach courses in order to have sufficient room space.  The department currently has 8 T/TT faculty, 1 full-time lecturer, and several part-time lectures (listed by name in the attached courses listings). The department has been authorized to search for one more ECE faculty in 2014/15 for a hire date beginning in Fall 2015 (listed as “New ECE” in the attached course listings). This will be sufficient to teach courses, provided that the total enrollment per course does not exceed the current 3-5 year average enrollments in the courses.  Since the program is in the process of growing, this may be an invalid assumption. See attached enrollment file for historic enrollments by course and projected number of sections needed given current rooms. The CEE/CS rooms have a capacity of 35 students. For the freshman sequence shared with Engineering Sciences, larger class sizes will have to be accommodated in other room space.  X The attached 2016-17 course schedule demonstrates that the curriculum will be offered with existing faculty and existing resources.  Additional resources are required, as described and fully justified here.  > Attach 2016-17 Course Schedule Here  Place your cursor above then locate the Insert Tab in the top ribbon and find **Insert > Object > Attach as File**. Need Help ? [See Tip Sheet](file:///C:/Users/jlussier/AppData/Local/Microsoft/Windows/Temporary%20Internet%20Files/Content.Outlook/NUA2V6MX/AH%20Department%20Summary--Curriculum%20Transformation_revised.docx#_Tip_Sheet) |

Courses that are not identified explicitly in this table will be archived with the potential to be returned to the catalog when needed.

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| Conversion Type | List of courses in each category |
| **New Courses** | * See attached list |
| **Unchanged Courses** | * See attached list |
| **Changed Courses** | * See attached list |
| **Inactivation of Elective Courses** | * See attached list |
| **Inactivation of Required Courses** | * See attached list |
| **ATTACHED LIST** |  |

# Catalog Copy Changes

The curriculum transformation should be reflected in the program description. Paste the current catalog copy from [*here*](http://www.csub.edu/q2s/facstaff/program_info/index.html), turn on Track Changes (instructions below), and then make any necessary modifications.

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| **Catalog Copy: Program Description and Requirements for the Degree** |
| **Department of Computer and Electrical Engineering and Computer Science**  **School of Natural Sciences, Mathematics, and Engineering**  **Department Chair:** Melissa Danforth  **Program Office:** Science Building III, 317  **Telephone:** (661) 654-3082  **email:** ceecs@cs.csubak.edu  **Website:** www.cs.csubak.edu  **Faculty:** M. Danforth, S. Garcia, S. Jafarzadeh, S. Kukreja, W. Li, H. Mehrpouyan, T. Meyer, D. Meyers, M. Thomas, H. Wang, A. Wani  **Program Description**  Computer Science is a constantly evolving discipline. To quote the Association for Computing Machinery, “Computer Science is not simply concerned with the design of computing devices-nor is it just the art of numerical calculation. . . . Computer Science is concerned with information in much the same sense that Physics is concerned with energy; it is devoted to the representation, storage, manipulation, and presentation of information in an environment permitting automatic information systems.”  The Computer Science major at CSUB has three tracks that lead to a B.S. in Computer Science. The Computer Science track follows the guidelines recommended by the Association for Computing Machinery (ACM) and the Accreditation Board for Engineering and Technology (ABET). The Computer Information Systems track is intended for training application programmers or for those who wish to apply computer science in another discipline. The Information Security track is intended for students who wish to pursue a career in information assurance and security, either with government agencies or with industry. Students in the three tracks will take different advanced courses of their choice. A Computer Science minor is also offered.  The Computer Science Hardware track has been replaced by the Computer Engineering degree, effective Fall 2011. New students will no longer be allowed to declare this track.  The Computer and Electrical Engineering and Computer Science Department moved into a new building in Fall 2008. The department administers its own local area network which includes multiple Unix/Linux servers, two software programming labs, a walk-in lab/tutoring center, one advanced workstation lab, an isolated network lab, an AI/visualization lab, a DSP/communications lab, one digital electronics hardware lab, a power systems/electronics lab, and a robotics/control systems lab. There is also a departmental library/major study room available to students.  An important goal of the department is to enable students to work much more closely with faculty than they would be able to at larger universities. A detailed description of student learning goals and objectives can be found at http://www.cs.csub.edu/all\_abet.pdf.  **Requirements for the Major in Computer Science**  A. **Computer Science Track**  This track follows the guidelines of the Association for Computing Machinery (ACM) and the Accreditation Board for Engineering and Technology (ABET). Students in this track will take advanced courses of their choice.  **Requirements for the Bachelor of Science Degree in Computer Science**  **Total Units Required to Graduate 120 units**  **Major Requirements 91-92 units**  Major Courses 63  Cognate Courses 28-29  **Minor Requirement 0 units**  **General Education Requirements 29-32 units\*\*\***  First-year Seminar 2  Foundational Skills6-9\*  LD Area B 0-3\*  LD Area C 6  LD Area D 6  AI-Hist/Gov6  JYDR3  UD Thematic Areas (C&D) 3\*  Capstone 0\*  SELF 0\*\*    GWAR 0\*\*  **Additional Units** **0 units**  \* The following required major courses also meet general education requirements: MATH 2310 or 2510 meets Foundational Skill B4, PHYS 2210 meets LD Area B1/B3, PHIL 3318 meets UD Thematic Area C, and CMPS 4908 meets Capstone. Students have the option of taking SCI 1409 (Foundational Skill A3) or any LD Area B2 course to meet the Math/Science elective requirement of the major, which would reduce 3 units in the respective general education area. Total reduction: 10-13 units (10 required, 3 elective).  \*\* The SELF requirement may be met by selecting another General Education course with a SELF overlay or by taking a stand-alone course. The GWAR requirement can be met by taking an exam, taking another General Education course with a GWAR overlay, or by taking a stand-alone course.  \*\*\* Computer Science is guaranteed 6-9 units of General Education modifications outside of LD Area B by the Academic Senate documentation. The department does not, as of this submission, know exactly what those modifications are. The total unit count has been reduced by 6 units until such time as the modifications are approved by GECCo.  **SB1440 Units Required 60 units\***  \* Units required for graduation after completion of the Computer Science transfer model curriculum and lower-division general education at a California community college. Total assumes 3 units of upper division general education modifications.  **Note:** One (1) semester unit of credit normally represents one hour of in-class work and 2-3 hours of outside study per week.  **Requirements for the Major in Computer Science**  1. **Lower division required courses** (16 units):  CMPS 2010, 2020, 2120, 2240  2. **Upper division required courses** (39 units):  CMPS 3120, 3140, 3240, 3350, 3420, 3500, 3560, 3600, 3620, 3640, 4902, 4908  3. **Upper division elective courses** (8 units):  *Select two courses from the following. At least one course must be at the 4000-level:*  **Algorithms, Complexity, Theory, and Programming Theory**  CMPS 4500, MATH/CMPS 3300, MATH 3310  **Architecture and Organization**  CMPS 4120, ECE 3200, 4240  **Software Engineering and Visual Computing**  CMPS 3390, 3480, 4350, 4490, ECE 4460, 4470  **Database Systems and Intelligent Systems**  CMPS 4420, 4450, 4560, ECE 4570  **Operating Systems, Networking, and Security**  CMPS 4510, 4620, MATH/CMPS 4300  **Special Topics and Independent Study in Computer Science**  CMPS 3770, 3771, 4770, 4771, 4800, 4860, 4870, 4890  *Only a combined total of 4 units of CMPS 377x, 477x, and 48xx may be used for elective credit.*  4. **Required cognate courses** (28-29 units):  MATH 2510 or 2310, MATH 2520 or 2320, MATH 3200, PHYS 2210, 2220, PHIL 3318  One Mathematics or Science elective course (3-4 units) selected from the following:  BIOL 1000, 1003, CHEM 1000, MATH 2200, 2530, 2540, 2610, 3500, PHYS 2230, SCI 1409  5. **General Education Courses and Notes:**   CMPS 4908 satisfies the Capstone requirement.   PHIL 3318 satisfies UD Thematic Area C and the Computer Science Ethics requirement.   PHYS 2210 satisfies LD Areas B1 and B3.   MATH 2510 or 2310 satisfies Foundational Skill B4.   Students may choose a Mathematics/Science elective that also meets 3 units of lower division General Education requirements. SCI 1409 satisfies Foundational Skill A3. BIOL 1000 and 1003 satisfy LD Area B2.   Remaining modifications will be documented after decision from GECCo.    B. **Computer Information Systems Track**  This track is intended for training application programmers or for those who wish to apply computer science in another discipline.  **Requirements for the Bachelor of Science in Computer Science with a concentration in Computer Information Systems**  **Total Units Required to Graduate 120 units**  **Major Requirements 82-85 units**  Major Courses 58  Elective Courses or Minor 12+  Cognate Courses 12-15  **Minor Requirement 0 units+**  **General Education Requirements 35 units \*\*\***  First-year Seminar 2    Foundational Skills 9\*  LD Area B 6  LD Area C 6  LD Area D 6  AI-Hist/Gov6  JYDR 3  UD Thematic Areas (C&D) 3\*  Capstone 0\*  SELF 0\*\*  GWAR 0\*\*  **Additional Units 0-3 units**  + Students can opt to take either a discipline-based minor or Computer Information System electives to satisfy the 12 unit elective requirement. If a minor is chosen, it must be a discipline-based minor and cannot be a general education thematic minor.  \* The following required major courses also meet general education requirements: MATH 1040 or MATH 1050 meets Foundational Skill B4, PHIL 3318 meets UD Thematic Area C, and CMPS 4908 meets Capstone. Total reduction: 7 units (required).  \*\* The SELF requirement may be met by selecting another General Education course with a SELF overlay or by taking a stand-alone course. The GWAR requirement can be met by taking an exam, taking another General Education course with a GWAR overlay, or by taking a stand-alone course.  \*\*\* Computer Science is guaranteed 6-9 units of General Education modifications outside of LD Area B by the Academic Senate documentation. The department does not, as of this submission, know exactly what those modifications are. The total unit count has been reduced by 6 units until such time as the modifications are approved by GECCo.  **Note:** One (1) semester unit of credit normally represents one hour of in-class work and 2-3 hours of outside study per week.  **Requirements for the Major in Computer Science with a concentration in Computer Information Systems**  1. **Lower division required courses** (15 units):  CMPS 2010, 2020, 2120, 2680  2. **Upper division required courses** (39 units):  CMPS 3120, 3350, 3390, 3420, 3500, 3560, 3600, 3620, 3640, 3680, 4902, 4908  3 **course or Discipline-based Minor**12  Select 12 units of electives from the following or complete a discipline-based minor+:  ENGR 270, 271; 2240, 2650, 2770, 2771, or any other 3000-level or 4000-CMPS course  *Only a combined total of 4 units of CMPS 277x, 377x, 477x, and 48xx courses may be used for elective credit.*  Students may substitute courses from other departments relevant to this concentration, such as ECE, MATH or PHYS, for elective courses with permission of their department advisor.  *+ Only a discipline-based minor can be used in lieu of the 12 elective units. A thematic general education minor will not count for this requirement.*  4. **Advanced elective course** (4 units):  CMPS 4350 or 4420 or 4450 or 4490 or 4500 or 4510 or 4560 or 4620  5. **Required cognate courses** (12-15 units):  MATH 1209 or 2200; either MATH 1040 or both MATH 1050 and 1060; PHIL 3318  Higher level mathematics courses (Calculus I or higher) may be used for either of the mathematics requirements.  6. **General Education Courses and Notes:**   CMPS 4908 satisfies the Capstone requirement.   PHIL 3318 satisfies UD Thematic Area C and the Computer Science Ethics requirement.   MATH 1040 or 1050 satisfies Foundational Skill B4.   Remaining modifications will be documented after decision from GECCo.  C. **Information Security Track**  This track is intended for students who wish to pursue a career in information assurance and security, either with government agencies or with industry.  **Requirements for the Bachelor of Science Degree in Computer Science with a concentration in Information Security**  **Total Units Required to Graduate 120 units**  **Major Requirements 85-86 units**  Major Courses 56  General Cognate Courses 17  GINS Cognate Courses 12-13  **Minor Requirement 0 units**  **General Education Requirements 35 units \*\*\***  First-year Seminar 2  Foundational Skills 9\*  LD Area B 6  LD Area C 6  LD Area D 6  AI-Hist/Gov6  JYDR3  UD Thematic Areas (C&D) 3\*  Capstone 0\*  SELF 0\*\*  GWAR 0\*\*  **Additional Units 0 units**  \* The following required major courses also meet general education requirements: MATH 2310 or MATH 2510 meets Foundational Skill B4, PHIL 3318 meets UD Thematic Area C, and CMPS 4908 meets Capstone. Total reduction: 7 units (required).  \*\* The SELF requirement may be met by selecting another General Education course with a SELF overlay or by taking a stand-alone course. The GWAR requirement can be met by taking an exam, taking another General Education course with a GWAR overlay, or by taking a stand-alone course.  \*\*\* Computer Science is guaranteed 6-9 units of General Education modifications outside of LD Area B by the Academic Senate documentation. The department does not, as of this submission, know exactly what those modifications are. The total unit count has been reduced by 6 units until such time as the modifications are approved by GECCo.  **Note:** One (1) semester unit of credit normally represents one hour of in-class work and 2-3 hours of outside study per week.  **Requirements for the Major in Computer Science with a concentration in Information Security**  1. **Lower division required courses** (16 units):  CMPS 2010, 2020, 2120, 2240  2. **Upper division required courses** (28 units):  CMPS 3120, 3140, 3350, 3500, 3600, 3620, 3640, 4902, 4908  3. **Information Security elective courses** (12 units):  Select three courses from the following. At least one course must be at the 4000-level:  CMPS 2650, 3420, 3650, 4450, 4510, 4620, MATH/CMPS 4300  4. **Required general cognate courses** (17 units):  MATH 2510 or 2310, MATH 2520 or 2320, MATH 3200, PHIL 3318  5. **Global Intelligence and National Security (GINS) required cognate courses** (12-13 units):  One GINS Analytical Tools course (3-4 units) selected from the following:  BEHS 330, CRJU 494, ECON/MIS 320, GEOL 450, MIS ????, SOC 444, SOC 451  *If a Geographical Information Systems (GIS) Tools course is not available, CMPS 3480, ECE 4460 or ECE 4470 may be substituted for ECON/MIS 320, GEOL 450, or SOC 451.*  9 units of GINS upper division focus area courses selected from:  CRJU 440, HIST 325, 340, 358, 413, 426, PLSI 302, 303, 304, 308, 309, 323, 328, 376, SOC 450  *Other GINS focus area courses may be used with the consent of a program advisor.*  6. **General Education Course and Notes:**   CMPS 4908 satisfies the Capstone requirement.   PHIL 3318 satisfies UD Thematic Area C and the Computer Science Ethics requirement.   MATH 2310 or 2510 satisfies Foundational Skill B4.   Remaining modifications will be documented after decision from GECCo.  **Requirements for a Minor in Computer Science**  A Minor in Computer Science will require the student to take a total of at least 16 units of 2000-level or higher course work as well as satisfy the additional requirements:  a. CMPS 2020 (which requires CMPS 2010 or the equivalent).  b. One course chosen from the following: CMPS 2120, 2240, 2650, or 2680. MATH 3000 may be substituted for CMPS 2120.  c. At least 8 units of upper division course work in computer science (normally two courses) chosen with the help of a computer science advisor. MATH 3300 may be substituted for one computer science course.  **Academic Regulation**  A grade of C- is the minimal grade acceptable for progression in the CMPS 2010 and 2020 sequence.  ***Lower Division***  The Department of Computer and Electrical Engineering and Computer Science offers courses on topics of current interest to the community from time to time. Call the department office, (661) 654-3082, to express interest or to inquire concerning offerings.  **CMPS 1200 Basic Computer Skills (3)**  This course covers computer skills essential to success at a university. Specific applications include the Microsoft Office suite of tools: Word, Excel, PowerPoint and Access. The course material is based on Windows 7 and Microsoft Office 2010. Each week lecture meets for 150 minutes. Prerequisite: None.  **CMPS 2010 Programming I: Programming Fundamentals (4)**  Introduces the fundamentals of procedural programming and object-oriented programming. Topics include: data types, control structures, functions, arrays, I/O, pointers and dynamic memory allocation, and features of object-oriented programming. The mechanics of compiling, linking, running, debugging and testing within a particular programming environment are covered. Ethical issues and a historical perspective of programming within the context of computer science as a discipline are given. Each week lecture meets for 150 minutes and lab meets for 150 minutes. Prerequisite: (1) MATH 0030; or (2) other satisfaction of the Entry Level Mathematics requirement.  **CMPS 2020 Programming II: Data Structures and Algorithms (4)**  Builds on the foundation provided by CMPS 2010 to introduce the fundamental concepts of data structures and algorithms that proceed from within the framework of object-oriented programming technology. Topics include: recursion, fundamental data structures (including lists, stacks, queues, hash tables, trees and graphs) and basics of algorithmic analysis. Necessary components of object-oriented programming method will be introduced. Each week lecture meets for 150 minutes and lab meets for 150 minutes. Prerequisite: CMPS 2010 with C- or better.  **CMPS 2120 Discrete Structures (4)**  Discrete structures and applications in computer science. Provides an introduction to proof techniques, propositional and predicate logic, functions, relations, sets, big-oh notation, counting techniques, summations, recursive definitions, recurrence relations, discrete probability and simple circuit logic. Each week lecture meets for 150 minutes and lab meets for 150 minutes. Prerequisite: CMPS 2010 with a grade of C- or better and MATH 1040 or MATH 1050 or higher.  **CMPS 2240 Computer Architecture I: Assembly Language (4)**  Introduction to computer architecture and assembly language programming. Covers number systems and data representation, CISC and RISC instruction set architectures, internal organization of a computer, and basics of logic design. Each week lecture meets for 150 minutes and lab meets for 150 minutes. Prerequisite: CMPS 2010 with a grade of C- or better.  **CMPS 2650 Linux Environment and Administration (4)**  This course covers common Linux commands, shell scripting, regular expressions, tools and the applications used in a Linux programming environment. The tools to be introduced include make utility, a debugger, advanced text editing and text processing (vi, sed, tr). These basic skills are extended to cover the knowledge and skills critical to administering a multi-user, networked Linux system. Administrative topics include kernel and network configuration, managing daemons, devices, and critical processes, controlling startup and shutdown events, account management, installing software, security issues, shell scripting. Many concepts will be demonstrated during hands-on labs. Each week lecture meets for 150 minutes and lab meets for 150 minutes. Prerequisite: None.  **CMPS 2680 Web Programming I (3)**  An introduction to webpage layout and design with HTML and CSS and client-side web programming with Javascript. Students will design and create a webpage using technologies covered in the course. Each week lecture meets for 150 minutes. Prerequisite: None.  **CMPS 2770 Special Topics (1-3)**  A study of programming languages not offered otherwise. Prerequisite: CMPS 2010 with a grade of C- or better or permission of the instructor.  **CMPS 2771 Special Topics Laboratory (1)**  Optional laboratory for the study of programming languages not offered otherwise. Each week lab meets for 150 minutes. Co-requisite: CMPS 2770. Prerequisite: CMPS 2010 with a grade of C- or better or permission of the instructor.  ***Upper Division***  **CMPS 3120 Algorithm Analysis (3)**  Algorithm analysis, asymptotic notation, hashing, hash tables, scatter tables, and AVL and B-trees, brute-force and greedy algorithms, divide-and-conquer algorithms, dynamic programming, randomized algorithms, graphs and graph algorithms, and distributed algorithms. Each week lecture meets for 100 minutes and lab meets for 150 minutes. Prerequisite: CMPS 2020 with a grade of C- or better and 2120.  **CMPS 3140 Theory of Computation (3)**  An introduction to computability theory to include finite automata, push-down automata, formal grammars, Turing machines, decidability, intractability and NP-completeness. Each week lecture meets for 100 minutes and lab meets for 150 minutes. Prerequisite: CMPS 3120.  **CMPS/ECE 3240 Computer Architecture II: Organization (4)**  This course focuses on the design of the CPU and computer system at a functional level. Topics include CPU instruction sets and functional units, control unit design, interrupt handling and DMA, I/O support, memory hierarchy, virtual memory, buses and bus timing, and an introduction to instruction level parallelism, multithreading, and multiprocessing. Hardware security issues will also be discussed. Each week lecture meets for 150 minutes and lab meets for 150 minutes. Prerequisite: CMPS 2240 or ECE 3200.  **MATH/CMPS 3300 Numerical Analysis (4)**  Topics include: computer representation of numbers and round-off errors, algorithms and stability, numerical solutions to nonlinear equations in one variable, direct and iterative methods for solving linear systems of equations, interpolation and polynomial approximation, numerical differentiation and integration, and initial value problems for ordinary differential equations. A computer algebra system (CAS) will be used to program numerical algorithms and identify their limitations. The CAS will also be used on homework and exam problems. Each week lecture meets for 200 minutes. Prerequisites: (1) C- or better in MATH 2020, MATH 2320, or Math 2520, and (2) C- or better in MATH 2610 or CMPS 2010.  **CMPS 3350 Software Engineering (4)**  This course is a general introduction to Software Engineering. The course will cover the specification, development, management, and evolution of complex software systems. Students will learn how to cost-effectively apply the methods and theory from Computer Science to solve difficult problems. The course presents a broad perspective on software and system engineering and surveys a wide spectrum of tools and techniques. Students are required to complete a project as part of a small software engineering team. Students will form groups and choose a software project early in the course, then apply methodologies learned in the course to complete their project. Each week lecture meets for 150 minutes and lab meets for 150 minutes. Prerequisite: CMPS 2020 with a grade of C- or better.  **CMPS 3390 Client, Server, Internet and Hand-held Device Programming (4)**  This course will use Java’s features and libraries to explore client-side, server-side, and internet programming. The concepts of multi-threading, synchronization, and network programming (socket and remote-method invocation) will be introduced and used to develop internet client-server programs such as chat room, on-line help, file transfer, etc. The concepts of graphic user interfaces (GUIs) and hand-held devices (such as Android phones or tablets) will be discussed and applied in student projects. Each week lecture meets for 150 minutes and lab meets for 150 minutes. Prerequisite: CMPS 2020 with a grade of C- or better.  **CMPS 3420 Database Systems (4)**  Basic issues in data modeling, database application software design and implementation. File organizations, relational model, relational database management systems, and query languages are addressed in detail. Two-tier architecture, three-tier architecture and development tools are covered. Each week lecture meets for 150 minutes and lab meets for 150 minutes. Prerequisites: CMPS 2020 with a grade of C- or better and CMPS 2120.  **CMPS 3480 Computer Graphics (4)**  Introduction to computer graphics hardware, animation, two-dimensional transformations, basic concepts of computer graphics, theory and implementation. Use of graphics API’s such as DirectX or OpenGL. Developing 2D graphics applications software. Each week lecture meets for 150 minutes and lab meets for 150 minutes. Prerequisite: CMPS 2020 with a grade of C- or better.  **CMPS 3500 Programming Languages (3)**  An examination of underlying concepts in high level programming languages and techniques for the implementation of a representative sample of such languages with regard to considerations such as typing, block structure, scope, recursion, procedures invocation, context, binding, and modularity. Features of OOP, thread, synchronization and concurrency, functional function will be discussed. Each week lecture meets for 100 minutes and lab meets for 150 minutes. Prerequisite: CMPS 2020 with a grade of C- or better.  **CMPS 3560 Artificial Intelligence (3)**  This course is intended to teach the fundamentals of artificial intelligence which include topics such as expert systems, artificial neural networks, fuzzy logic, inductive learning and evolutionary algorithms. Each week lecture meets for 100 minutes and lab meets for 150 minutes. Prerequisite: CMPS 3120 or consent of instructor.  **CMPS 3600 Operating Systems (4)**  A study of the introductory concepts in operating systems: historical development of batch, multi-programmed, and interactive systems; virtual memory, process, and thread management; interrupt and trap handlers, abstraction layer, message passing; kernel tasks and kernel design issues; signals and interprocess communication; synchronization, concurrency, and deadlock problems. Each week lecture meets for 150 minutes and lab meets for 150 minutes. Prerequisite: CMPS 2020 with a grade of C- or better.  **CMPS 3620 Computer Networks (4)**  A study of the theory of computer networking focusing on the TCP/IP Internet protocols and covering the five layers: physical, data link, network, transport, and application. Communication on wired, wireless, and cellular networks will be covered. The course will introduce secure communication and its incorporation into different layers of the model. As part of the laboratory component, students will learn systems programming as it relates to interprocess communication over sockets, I/O handling, process and thread control, and the development of client/server programs. Each week lecture meets for 150 minutes and lab meets for 150 minutes. Prerequisite: CMPS 2020 with a grade of C- or better.  **CMPS 3640 Distributed and Parallel Computation (3)**  Introduction to core topics in distributed and parallel computation. System models, parallel vs. distributed systems, communication, locality, concurrency, non-determinism, fault tolerance, distributed algorithms, and parallel programming. Each week lecture meets for 100 minutes and lab meets for 150 minutes. Prerequisites: CMPS 3600 and CMPS 3620  **CMPS 3650 Digital Forensics (4)**  Investigative techniques, evidence handling procedures, forensics tools, digital crime reconstruction, incident response, ethics, and legal guidelines within the context of digital information and computer compromises. Hands-on case studies cover a range of hardware and software platforms and teach students how to gather evidence, analyze evidence, and reconstruct incidents. Each week lecture meets for 150 minutes and lab meets for 150 minutes. Prerequisite: None (CMPS 2650 or a good working knowledge of Unix/Linux is recommended).  **CMPS 3680 Web Programming II (3)**  Languages, principles and techniques fundamental to web application development on the server side. The latest languages and technologies are addressed, to include ASP, PHP, Perl, Python. Each week lecture meets for 100 minutes and lab meets for 150 minutes. Prerequisites: CMPS 2010 with a grade of C- or better and CMPS 2680 or instructor approval.  **CMPS 3770 Special Topics (1-3)**  This course will be used to supplement other courses with additional work at the intermediate level. Course is repeatable, but only a combined total of 4 units of CMPS 377x, 477x, and 48xx may be used for elective credit towards the major requirements. Prerequisite: CMPS 2020 with a grade of C- or better or permission of instructor.  **CMPS 3771 Special Topics Laboratory (1)**  Optional laboratory for the study of topics at the intermediate level. Course is repeatable, but only a combined total of 4 units of CMPS 377x, 477x, and 48xx may be used for elective credit towards the major requirements. Co-requisite: CMPS 3770. Prerequisite: CMPS 2020 with a grade of C- or better or permission of the instructor.  **CMPS 4210 Advanced Computer Architecture (4)**  Foundations of parallelism in computer architecture. This course concentrates on the quantitative principles of computer architecture, instruction set and addressing design, instruction-level parallelism (ILP), compiler considerations for parallelism, cache and memory design, multiprocessor (including multi-core processors) and thread-level parallelism (TLP). A constant theme is how the hardware can achieve greater efficiency by exploiting various types of parallelism. Each week lecture meets for 150 minutes and lab meets for 150 minutes. Prerequisite: CMPS 3240.  **MATH/CMPS 4300 Applied Cryptography (4)**  An introduction to cryptography, history and its present day use. Topics include: symmetric cyphers, hash functions, public-key encryption, data integrity, digital signatures, key establishment, key management, prime generation, integer factorization, discrete logarithms, pseudo-random number generation, and computational complexity. Each week lecture meets for 200 minutes. Prerequisites: (1) C- or better in MATH 2020, MATH 2320, or MATH 2520, and (2) C- or better in MATH 3000 or CMPS 2120.  **CMPS 4350 Advanced Software Engineering (4)**  Continuation of the introductory software engineering course. Methods and tools for the implementation, integration, testing and maintenance of large, complex software systems. Program development and test environments. Group laboratory project. Technical presentation methods and practice. Ethical and societal issues in software engineering. Each week lecture meets for 150 minutes and lab meets for 150 minutes. Prerequisite: CMPS 3350.  **CMPS 4420 Advanced Database Systems (4)**  A wide range of topics such as query processing and optimization, object-oriented database systems, distributed database systems, database warehousing and data mining will be discussed. The course will also be used to introduce emerging issues related to database systems. Each week lecture meets for 150 minutes and lab meets for 150 minutes. Prerequisite: CMPS 3420.  **CMPS 4450 Data Mining and Visualization (4)**  Knowledge discovery in and visualization of large datasets, including data warehouses and text-based information systems. Topics covered include data mining concepts, information retrieval, analysis methods, storage systems, visualization, implementation and applications. Each week lecture meets for 150 minutes and lab meets for 150 minutes. Prerequisite: CMPS 3120.  **ECE/CMPS 4460 Image Processing (4)**  Digital image acquisition, image enhancement and restoration, image compression, computer implementation and testing of image processing techniques. Students gain hands-on experience of complete image processing systems, including image acquisition, processing, and display through laboratory experiments. Each week lecture meets for 150 minutes and lab meets for 150 minutes. Prerequisite: CMPS 2020 with a grade of C- or better.  **ECE/CMPS 4470 Computer Vision (4)**  Imaging formation, early vision processing, boundary detection, region growing, two-dimensional and three-dimensional object representation and recognition techniques. Each week lecture meets for 150 minutes and lab meets for 150 minutes. Prerequisite: CMPS 2020 with a grade of C- or better.  **CMPS 4490 Game Design (4)**  The course will cover fundamental concepts behind designing a game engine. The concepts, theories, and programming aspects of physics engine, graphics engine, and control engine will be covered. Each week lecture meets for 150 minutes and lab meets for 150 minutes. Prerequisite: CMPS 2020 with a grade of C- or better.  **CMPS 4500 Compiler Design (4)**  An introduction to compiler design and construction. Coverage includes lexical, syntactic, and semantic analysis, top-down and bottom-up parsing, code generation, and error detection. Theoretical topics include finite and push-down automata. Students will implement a compiler front-end. Each week lecture meets for 150 minutes and lab meets for 150 minutes. Prerequisite: CMPS 3500 or permission of the instructor.  **CMPS 4510 Vulnerability Analysis (4)**  Identification and quantification of security weaknesses in programs, systems and networks. Topics include professional ethics, static binary analysis, dynamic binary analysis, anti-analysis techniques, risk assessment, penetration testing, vulnerability classification and mitigation techniques. Each week lecture meets for 150 minutes and lab meets for 150 minutes. Prerequisite: CMPS 3500.  **CMPS 4560 Advanced Artificial Intelligence (4)**  This course is intended to teach about advances in artificial intelligence. It includes advanced topics on artificial neural networks such as distributed and synergistic neural network models, hybrid artificial intelligence techniques such as neuro-fuzzy models, advanced machine learning techniques and meta-heuristic evolutionary algorithms. Each week lecture meets for 150 minutes and lab meets for 150 minutes. Prerequisite: CMPS 3560.  **CMPS 4620 Network and Computer Security (4)**  Fundamentals of network and computer security and information assurance. Topics covered include basic cryptography, authentication, access control, formal security policies, assurance and verification, trusted OS design, and network attacks. Methods to provide better security at both the system and network level will be presented, particularly with respects to risk analysis, cost-benefit analysis, and psychological acceptability. Ethics and legal issues related to security research will also be discussed. Each week lecture meets for 150 minutes and lab meets for 150 minutes. Prerequisites: CMPS 2020 with a grade of C- or better and either CMPS 3620 or CMPS 3650.  **CMPS 4770 Special Topics (1-3)**  This course will often be used to supplement other courses with additional work at a more advanced level. Course is repeatable, but only a combined total of 4 units of CMPS 377x, 477x, and 48xx may be used for elective credit towards the major requirements. Prerequisite: CMPS 2020 with a grade of C- or better or permission of instructor.  **CMPS 4771 Special Topics Laboratory (1)**  Optional laboratory for the study of topics at a more advanced level. Course is repeatable, but only a combined total of 4 units of CMPS 377x, 477x, and 48xx may be used for elective credit towards the major requirements. Co-requisite: CMPS 4770. Prerequisite: CMPS 2020 with a grade of C- or better or permission of the instructor.  **CMPS 4800 Undergraduate Research (1-4)**  Independent study into a research topic under the supervision of a faculty member. Students will establish the research goals and objectives with their faculty supervisor. Course is repeatable, but only a combined total of 4 units of CMPS 377x, 477x, and 48xx may be used for elective credit towards the major requirements. Prerequisite: Permission of the instructor.  **CMPS 4860 Internship in Computer Science (1-4)**  Internships may be arranged by the department with various agencies, businesses, or industries. The assignments and coordination of work projects with conferences and reading, as well as course credits, evaluation, and grading are the responsibility of the faculty liaison (or course instructor), working with the field supervisor. Offered on a credit, no-credit basis only. The department will determine the number of credit units offered. Course is repeatable, but only a combined total of 4 units of CMPS 377x, 477x, and 48xx may be used for elective credit towards the major requirements. Prerequisite: Permission of the instructor.  **CMPS 4870 Cooperative Education (1-4)**  The Cooperative Education program offers a sponsored learning experience in a work setting, integrated with a field analysis seminar. The field experience is contracted by the Cooperative Education office on an individual basis, subject to approval by the department. The field experience, including the seminar and reading assignments, is supervised by the cooperative education coordinator and the faculty liaison (or course instructor), working with the field supervisor. Students are expected to enroll in the course for at least two quarters. The determination of course credits, evaluation, and grading are the responsibility of the departmental faculty. Offered on a credit, no-credit basis only. The department will determine the number of credit units offered. Course is repeatable, but only a combined total of 4 units of CMPS 377x, 477x, and 48xx may be used for elective credit towards the major requirements. Prerequisite: Permission of the instructor.  **CMPS 4890 Experiential Prior Learning (1-4)**  Majors in Computer Science with significant prior experience in computers may have some of their experience count for academic credit toward their degree. In order to be considered for experiential learning credit the student must have completed CMPS 2020 and have the approval of the department. Only a combined total of 4 units of CMPS 377x, 477x, and 48xx may be used for elective credit towards the major requirements. Prerequisite: CMPS 2020 with a grade of C- or better and permission of the instructor.  **CMPS 4902 Senior Project I (2)**  After consultation with the faculty supervisor and investigation of relevant literature, the student(s) shall prepare a substantial project with significance in the designated area. The timeline, teamwork responsibilities, milestones, and presentation(s) will be scheduled. Prerequisites: Upper-division standing.  **CMPS 4908 Senior Project II (2)**  This is the completion phase of the project. The student(s) will present a project report to the entire class, explaining the nature of the work, the finished product, and its relationship to the field. Prerequisite: Upper-division standing and CMPS 4902.  **CMPS 4960 Leadership in Computer Science (1-2)**  Leadership in computer science related activities that meet campus and/or community needs. Offered on a credit, no-credit basis only. Course is repeatable. Course credits cannot be used as elective credit towards the major requirements, but can be used as additional university units. Prerequisite: Permission of the instructor.  **CMPS 4970 Service Learning in Computer Science (1-2)**  Service learning in computer science related activities that meet campus and/or community needs. Students will design and/or implement a service learning project in consultation with their faculty supervisor and, if applicable, community partners. Offered on a credit, no-credit basis only. Course is repeatable. Course credits cannot be used as elective credit towards the major requirements, but can be used as additional university units. Prerequisite: Permission of the instructor.  **CMPS 4980 Teaching in Computer Science (1-2)**  Experience supporting teaching activities in department courses, providing tutoring in the department tutoring center, leading problem solving sessions, and/or supporting other instructional activities in the department. Offered on a credit, no-credit basis only. Course is repeatable. Course credits cannot be used as elective credit towards the major requirements, but can be used as additional university units. Prerequisite: Permission of the instructor. |

# Curriculum Map

No modification of the existing curriculum map (matrix of courses vs program learning outcomes) is required by these proposed changes. Please attach.

X The existing and revised curriculum maps are attached. The revised curriculum map has been updated to reflect the proposed changes and loaded into TaskStream.

Attach Curriculum Map

Attach the curriculum map to this template by placing your cursor after this paragraph, then locating the Insert Tab in the top ribbon and find **Insert > Object > Attach as File**. Need Help ? [See Tip Sheet](#_Tip_Sheet)

Existing curriculum maps can be found in TaskStream or by [*clicking this link*](http://www.csub.edu/q2s/facstaff/program_info/index.html).

> Attach Curriculum Map Here 

# Program Units

Does simple course conversion keep the unit requirements for the major (or any concentration/emphasis) within the allowable range? (24-54 semester units for a BA, 36-66 semester units for a BS, and ≥30 semester units for master’s degrees)

Yes

X No; We have submitted a proposal to correct the discrepancy; We seek an exception.

X We are within 120 semester units, which no longer requires an exception proposal.

# Review and Approval

Choose Review and Approval Cycle: Curriculum Committee Review

The curricular proposal has been reviewed and approved by the member(s) listed below.

| Review Cycle | Name | Date Approved | Comments / Revision Requests |
| --- | --- | --- | --- |
| Department | Melissa Danforth | 8/22/2014 |  |
| Curriculum Committee | Melissa Danforth | [CC Review Date] |  |
| Q2S Exceptions Committee | [Q2S CCC Chair] | [Q2S CCC Review Date] | This Review Level only applies to exceptions and interschool programs. |
| Dean  *(Final Approval)* | [Dean Approver] | [Dean Approval Date] |  |

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