Undergraduate Double Major when Computer Science is used as the Secondary Major

DEFINITIONS

“A double major is a program of study that meets the requirements of two distinct majors in a single Bachelor's degree.”

The minimum number of credit hours required for a double major equals the total number of credit hours required for the major comprising the larger number of credit hours for the degree.”

“Because a double major program leads to a single Bachelor's degree, each of the two majors must be associated with the same degree type (i.e., both must be registered as a BS degree or both must be registered as a BFA degree).”

“Students may apply the same coursework towards the fulfillment of requirements for both majors.”

All definitions are taken from RIT Policy D01.2 (Undergraduate Double Major Policy).

GOALS and CURRICULUM

Students who pursue a double major involving Computer Science as their secondary major seek to build an area of expertise that both complements and extends their knowledge and skills gained in their primary major. Students who expect to earn a major involving Computer Science must meet all degree requirements associated with the B.S. degree in Computer Science (documents that detail these degree requirements may be found online at the main Computer Science web site: http://www.cs.rit.edu).

A double major requires approval from both programs involved and should not be considered “automatic”. Consideration of the specific requirements for both programs and scheduling concerns may suggest that students cannot complete all of the requirements for both majors in a timely fashion and that the proposed double major combination be denied.

General Education coursework as well as YearOne and Wellness activities can be applied to the Computer Science major. Keep in mind that Computer Science has specific Math and Science requirements and also restricts choices for the Ethical Perspective to: PHIL 306, PHIL 102, or PHIL 202.
ALLOWED SUBSTITUTIONS

We will accept some alternative courses in place of required courses as noted below. **Students who do not take the typical courses required for Computer Science majors may need to learn some topics on their own in order to be fully prepared to take additional Computer Science courses.**

1) In place of CSCI 141/142 (Computer Science I/II), students may use:
   - IGME 105/106 (Game Development and Algorithmic Problem Solving I/II)
   - ISTE 100/101 (Computational Problem Solving in the Network Domain-I/-II)
   - ISTE 120/121 (Computational Problem Solving in the Information Domain I/II)
   - CPET 121/321 (Computational Problem Solving I/II) (students who substitute this course sequence will be required to take an additional Computer Science Elective)

2) In place of MATH 190 (Discrete Mathematics for Computing), students may use:
   - MATH 200 (Discrete Mathematics and Introduction to Proofs)

3) In place of MATH 181/182 (Project-Based Calculus I/II), students may use:
   - MATH 171/172/173 (Calculus A/B/C)

4) Students in majors that require co-op may be allowed to apply their co-op experiences to satisfy the Computer Science co-op requirement. Copies of student co-op work reports and employer evaluations must be provided to the Undergraduate Program Coordinator to verify that the work done is appropriate for Computer Science.

NEXT STEPS

Students considering an undergraduate double major involving Computer Science as their secondary major should arrange to meet with Liane Fitzgerald in the Computer Science Student Services office to discuss requirements and to go through an unofficial curriculum worksheet review.

**Manager of Student Services/Double Major Advisor**  
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Revised 4/30/14