

**Oklahoma State University**  
**Accelerated Master's Program**  
Bachelor of Science in Computer Science  
Master of Science in Computer Science

1. Credentials needed to enroll in the 4+1 program:
  - Completed 90 credits hours or more towards BS degree by end of the term of application with a minimum GPA of 3.0
  - 12 hours with a GPA of 3.25 or better from the following:
    - 9 hours from:
    - CS 3353 (Data Structures and Algorithms)
    - CS 3443 (Computer Systems)
    - CS 3613 (Theoretical Foundations of Computing)
    - Plus 3 credit hours from the following:
    - CS 3363 (Organization of Programming Languages)
    - CS 3513 (Numerical Methods for Digital Computers)
    - CS 4323 (Operating Systems)
2. Communicate with CS Undergraduate Advisor Cara Brun (cara.brun@okstate.edu) to verify your credentials for application to the program. CS Graduate Advisor Dr. Douglas Heisterkamp and CS Department Head Dr. Roger Mailler will be informed of your status.
3. Apply during the final semester of junior year or when you have three remaining semesters in the BS CS program (Spring semester due date is February 15 and Fall semester due date is September 15). Application process requires
  - Application to the Oklahoma State University Graduate College (<https://gradcollege.okstate.edu/>)
  - Official transcripts
  - Two letters of recommendation
  - Statement of goals and objectives
  - Vita/resume
  - Requirements listed in (1) above
4. Upon acceptance to the program, you may enroll concurrently in graduate level coursework with a maximum of 9 credit hours. Completion of the graduate level courses requires a grade of B or better. The admissions offer will be rescinded for any student who does not successfully graduate from the undergraduate program.

**Courses Available to Undergraduate Students Admitted into the Accelerated Master's Program**

Graduate Course Number and Title	Undergraduate Course Number	Semester Offered
CS 5070 – Network Security and Defense	CS 4570	F
CS 5123 – Cloud Computing and Distributed Systems	CS 4523	Sp
CS 5153 – Mobile Applications Development	CS 4153	Sp
CS 5163 – Video Game Development	CS 4173	F
CS 5233 – Introduction to Database Systems	CS 4433	Sp
CS 5243 – Introduction to Computer Security	CS 4243	Sp, F, Su
CS 5263 – Quantum Computing	CS 4570	Sp
CS 5383 – Computer Networks	CS 4283	Sp
CS 5473 – Software Engineering	CS 4273	F
CS 5423 – Principles of Database Systems	prereq CS 4433	F
CS 5473 – Software Engineering	CS 4273	F
CS 5513 - Numerical Computation	prereq MATH 2233 MATH 3013 CS 3513	F
CS 5623 – Modeling of Cyber Physical Systems	CS 4623	Sp
CS 5723 – Artificial Intelligence I	CS 4793	Sp
CS 5743 – Extended Reality	CS 4743	F
CS 5783 – Machine Learning	CS 4783	F