

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) to verify your credentials for application to the program. CS Graduate Advisor (Dr. Johnson Thomas – jpt@cs.okstate.edu) and CS Department Head (Dr. KM George - kmg@cs.okstate.edu) 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 The admissions offer will be rescinded for any student who does not successfully graduate from the undergraduate program.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

CS 5143 – Computer Graphics	CS electives or upper-division related or electives (undergrad course - CS 4143)
CS 5153 – Mobile Applications Development	CS electives or upper-division related or electives (undergrad course - CS 4153)
CS 5163 – Video Game Development	CS electives or upper-division related or electives (undergrad course - CS 4173)
CS 5183 – Video Game Design	CS electives or upper-division related or electives (undergrad course - CS 4183)
CS 5223 – Design and Implementation of Operating Systems I	CS 4323 in Major Requirements
CS 5233 – Introduction to Database Systems	CS electives or upper-division related or electives (undergrad course - CS 4433)
CS 5383 – Computer Networks	CS electives or upper-division related or electives (undergrad course - CS 4283)
CS 5473 – Software Engineering	CS electives or upper-division related or electives (undergrad course - CS 4273)
CS 5723 – Artificial Intelligence I	CS electives or upper-division related or electives (undergrad course - CS 4793)
CS 5743 – Extended Reality	CS electives or upper-division related or electives (undergrad course - CS 4743)
CS 5783 – Machine Learning	CS electives or upper-division related or electives (undergrad course - CS 4783)