POINTS OF INTEREST

Academics

Undergraduate degree programs
- Bachelor of Science in Computer Science*
- Game Development Concentration
- Undergraduate Minor, Computer Programming
- Certificate in Computer Programming

Graduate degree programs
- Ph.D.
- Master of Science (Thesis and non-thesis options)
- Master of Computer Science (Professional degree, non-thesis, with on-campus or Distant Education options)
- Master of Networking (Thesis and non-thesis options) with available concentration in Service Sciences, Management and Engineering (SSME)
- Accelerated Bachelor's/Master's (ABM) Degree Program

Key Statistics
- Established in 1967 - one of the first official computer science departments to be established in the country
- Approximately 46 faculty, 8 emeritus faculty, 8 lecturers and adjuncts, and 37 research, IT and administrative staff
- Rankings:
  - 3rd among online master's degree programs (Best Buy Online Degree, 2011)¹
  - 5th in Computer Science MS enrollment²
  - 7th in Computer Science PhD enrollment²
  - 9th in Computer Science undergraduate enrollment²
  - 9th in Computer Science BS degrees awarded²
  - 10th in Computer Science research expenditures²
  - 4th in Computer Science MS degrees awarded²
- 11th in Computer Science PhD degrees awarded²
- 9th in Online Graduate Programs in Computer Information Technology³
- Enrollment 2012-13 Academic Year
  - Undergraduate 660
  - Master's 395
  - Doctoral 186
- Incoming Freshmen Fall 2012
  - Average GPA: 4.44 (weighted scale)
  - Average SAT: 1293 (reading & math only)
- Facilities
  - Engineering Building II (EB2), state-of-the-art teaching and research facility, opened in fall 2006
  - 8 research centers and more than 46 teaching and research laboratories and groups
  - Leading-edge networking and computational infrastructure
- Designated by NSA & DHS as a National Center of Excellence in Information Assurance Research (CAE-R)
- Academic Alliance Member of National Center for Women & Info Technology
- First U.S. university to be awarded a Cisco TelePresence unit
- First U.S. research university to offer multi-disciplinary masters-level curricula in services (SSME)
- Recognized as a Laureate in Computerworld Honors Program in 2007 & 2009
- Video Game Design and Development program recognized by The Princeton Review as one of the top 15 undergraduate programs in the U.S. and Canada in 2011 & 2012

¹ Source: Best Buy Online Degree, 2011
² Source: NC State Computer Science
³ Source: U.S. News & World Report
Facility Honors
- 23 National Science Foundation CAREER Award recipients and one NSF Young Investigator Award recipient
- Natl. Academy of Engineering member
- Emmy Award recipient, National Academy of Television Arts & Sciences - for plasma screen technology
- Consumer Electronics Hall of Fame Inductee
- National Inventor’s Hall of Fame Inductee
- DOE Early Career PI Award recipient
- American Association for Artificial Intelligence Fellow
- American Mathematical Society Fellow
- 6 Institute of Electrical and Electronics Engineers (IEEE) Fellows
- IEEE Dist. Service Award recipient
- 2 IEEE Golden Core members
- IEEE Computer Society Dist. Scientist, Dist. Visitor, and Dist. Lecturer
- ACM SIGSOFT Inaugural Influential Educator Award recipient
- ACM Distinguished Scientist
- ACM Distinguished Speaker
- Sigma Xi Outstanding Young Researcher
- Computing Research Assoc. (CRA) Digital Government Fellow
- American Academy of Forensic Sciences (AAFS) associate member
- 2 Senior Research Ethics Fellows
- Alcoa Foundation Engineering Research Achievement Award recipient
- Center for Democracy & Tech. Fellow
- IBM Smarter Planet Innovation Faculty Award winner
- 11 members in NC State Academy of Outstanding Teachers
- NC State Academy of Outstanding Faculty Engaged in Extension member

Areas of Expertise
- Theory and algorithms
- Bioinformatics and computational sciences
- High-performance & power aware systems
- Artificial intelligence
- Networks
- Security
- Software engineering
- Computer-based education
- Graphics and visualization

The faculty foster strong multidisciplinary and collaborative interaction with other disciplines at NC State (e.g., Bioinformatics, eCommerce, serious games, etc.), other universities, industry, government agencies and laboratories, and other partners in the Research Triangle Park (RTP) and beyond.

Opportunities
- Research with faculty - research centers and groups, undergraduate opportunities, scholars and honors programs
- Applied learning - award-winning capstone Senior Design Center projects
- The department has a variety of student organizations providing leadership skills, service, networking, and informal learning opportunities, including:
  - ACM/ATP
  - Graduate Student Association
  - Honors Program/Honor Societies
  - Linux Users Group
  - STARS Student Leadership Corps
  - Women in Computer Science
- National competitions and recognition: Recent student honors include 1st place in CSIDC World Finals, ACM Grand Award, Google Anita Borg Scholarship, IBM’s Extreme Blue Internships, USA Today Academic All-American.
- CSC-specific scholarships: 21 endowed and numerous sponsored and external
- CSC students are also eligible for College of Engineering and University-wide scholarships. Details available at www.csc.ncsu.edu/academics/undergrad/scholarships.
- More than 75 companies actively partner with the department via sponsored programs, research, scholarships, projects and initiatives.

Careers
- Average starting salaries, May, 2012:
  - BS CSC - $60,494 (range $54-66K)
  - MS CSC - $89,154 (range $63-118K)
- Proximity to world-famous Research Triangle Park (RTP) provides many opportunities for internships and co-ops. Approximately 25% of all NC State Engineering co-ops are from the department of Computer Science.
- NC State is a top supplier of new graduate talent to Cisco, IBM, SAS, AT&T, Tekelc, NetApp, Fidelity Investments, EMC and many others.

- Computer Science related career opportunities among the fastest growing over the next 10 years:
  - Network systems & data communication analysts
  - Computer software engineers, applications
  - Computer systems analysts
  - Computer software engineers, systems software

Select Distinguished Alumni
- Thushan Amarasiriwardena - Founder, LaunchPad Games and creator of award-winning Toontastic App
- Marshall Brain - Author, TV Star & Founder of HowStuffWorks.com; NC State Distinguished Engineering Alumnus
- Keith Collins - CTO, SAS Institute; NC State Distinguished Engineering Alumnus
- Suzanne Gordon - CIO (retired), SAS Institute; NC State Board of Trustees
- Dr. Larry Hodges - hf Flagship Director of the School of Computing at Clemson University
- Bobby Johnson - Former CEO and Co-founder of Foundry Networks; NC State Distinguished Engineering Alumnus
- Richard Krueger - developed xRes (now Macromedia's Fireworks), President & CEO of Skinux
- Dr. Elizabeth Mynatt - Executive Director, Georgia Tech Institute for People and Technology
- Rudy Puryear - ranked as one of world’s Top 25 Consultants by Consulting Magazine
- Erik Troan - Co-author of Red Hat (now Macromedia's Fireworks), "Linux Application Development," Senior Consultant with Plaza Bridge Group

Our 6,800+ alumni are located in all 50 US states and in 24 countries.

*Accredited by CAC/ABET
1www.geteducated.com/rankings/best_computer.asp
2ASEE data, 2011
3U.S. News and World Report, 2013
4NC State University Career Center
5www.stats.bls.gov/opub/mlr/mrhome.htm

(Published: March 2013)