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 Computer Science - Track in Data Science
- Master of Networking (Thesis and non-thesis options) with available concentration in Service Sciences, Management and Engineering (SSME)

KEY STATISTICS
- Established in 1967 - one of the first official Computer Science Departments
- Approximately 46 faculty, 6 emeritus faculty, 8 lecturers and adjuncts, and 37 research, IT and administrative staff
- Rankings:
  - 7th among Online Master’s Degree programs (Best Buy Online Degree) ¹
  - 11th in Computer Science M.S. enrollment ²
  - 5th in Computer Science Ph.D. enrollment ²
  - 14th in Computer Science undergraduate enrollment ²
  - 14th in Computer Science BS degrees awarded ²
  - 10th in Computer Science research expenditures ²
  - 7th in Computer Science MS degrees awarded ²
  - 13th in Computer Science PhD degrees awarded ²
  - 7th in Best Online Graduate Computer Information Technology programs ³
  - 1st in Tenure-track female faculty among all CSC depts. in Colleges of Engineering ²
  - Engineering Online Ranked Nation’s Best Online Graduate Engineering Program for Veterans and Active-duty Military Personnel (2013) ³

- Enrollment 2014-15 Academic Year
  - Undergraduate 875
  - Master’s 486
  - Doctoral 199

- Incoming Freshmen Fall 2014
  - Average GPA: 4.55 (weighted scale)
  - Most admissions between 4.29-4.81
  - Average SAT: 1307 (reading and math only)
  - Most admissions between 1213-1401
  - Average ACT Composite: 29
  - Most admissions between 26-32

- Facilities
  - Engineering Building II (EB2), state-of-the-art teaching and research facility, opened in fall 2006
  - 12 research centers and more than 35 teaching and research laboratories and groups
  - Leading-edge networking and computational infrastructure

- Designated by NSA and DHS as a National Center of Excellence in Information Assurance Research (CAE-R)
- Academic Alliance Member of National Center for Women and Information Technology
- First U.S. university to be awarded a Cisco TelePresence unit
- First U.S. research university to offer multi-disciplinary masterslevel curricula in services (SSME)

- Recognized as a Laureate in Computerworld Honors Program in 2007 and 2009
- Video Game Design and Development program recognized by The Princeton Review as one of the top 25 undergraduate programs in the U.S. and Canada in 2011, 2012, 2013 and 2014

OPPORTUNITIES
- Research with faculty - research centers and groups, undergraduate opportunities, scholars and honors programs
- Applied learning - award-winning capstone Senior Design Center projects
FACULTY HONORS

- 24 National Science Foundation CAREER Award recipients and one NSF Young Investigator Award recipient
- National 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 and Senior Member
- American Mathematical Society Fellow
- 6 Institute of Electrical and Electronics Engineers (IEEE) Fellows
- IEEE Dist. Service Award recipient
- 2 IEEE Gold Core members
- IEEE Computer Society Dist. Scientist, Dist. Visitor, and Dist. Lecturer
- ACM SIGSOFT Inaugural Influential Educator Award recipient
- 2 ACM Distinguished Scientists
- Computing Research Assoc. (CRA) Digital Governance Fellow
- American Academy of Forensic Sciences (AAFS) associate member
- NCDS Data Science Faculty Fellow
- 2 Senior Research Ethics Fellows
- Alcoa Foundation Engineering Research Achievement Award recipient

SELECT DISTINGUISHED ALUMNI

- Thushan Amarasinghe - Founder, LaunchPad Games and creator of award-winning Toontastic App
- Marshall Brain - Author, TV Star & Founder of HowStuffWorks.com; NCState 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 Package Mgr and “Linux Application Development;” Senior Consultant with Plaza Bridge Group

■ Center for Democracy & Tech. Fellow
■ IBM Smarter Planet Innovation Faculty Award winner
■ Gordon and Betty Moore Fdn. Moore Investigator Award winner
■ 2 NC State University Faculty Scholars
■ 2 recipients of the NC State Alumni Association Outstanding Research Award
■ 11 members in the 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., Bio-informatics, eCommerce, serious games, etc.), other universities, industry, government agencies and laboratories, and other partners in the Research Triangle Park (RTP) and beyond.