

COMPUTER SCIENCE, B.S.

The Department of Computer Science at Saint Louis University offers both a Bachelor of Arts and a Bachelor of Science in Computer Science. The B.S. is designed for students who want a greater technical depth of study. It can be paired with other science, mathematics and engineering programs at SLU.

SLU also offers an accelerated master's program that allows undergraduate computer science majors to earn both a bachelor's degree and a master's degree in five years. Students combine a B.A. or B.S. in computer science with a master's degree in computer science, software engineering, artificial intelligence or bioinformatics and computational biology.

Computer science is an exciting, rapidly developing field with vast influence on modern society. Computer science encompasses a broad range of theories and applications. Due to the emphasis on problem-solving skills, computer science is an excellent major for students going into many fields, including technology, business, medicine and law.

Program Highlights

- A choice of engaging introductory courses allows students to better connect the application of computer science to their interests.
- Courses are taught in computer labs to allow for hands-on learning; small class sizes allow for rich student-faculty interactions.
- A curriculum that allows students to see the impact and application of computing throughout society.

Curriculum Overview

Students completing the Bachelor of Science curriculum in computer science obtain a technically rigorous and comprehensive degree modeled upon recommendations of the ABET Computing Accreditation Commission. The Bachelor of Science degree also requires credits in science/engineering, including one sequence of two lab courses.

Fieldwork and Research Opportunities

SLU's location in the Midtown area of St. Louis provides students access to a robust technology community with operations for many Fortune 500 companies and a vibrant start-up culture. This environment provides outstanding opportunities for summer internships, part-time work during the academic year and jobs after graduation.

Our campus is within walking distance of the Cortex Innovation Community (<https://www.cortexstl.org/>), a 200-acre (and growing) innovation hub and technology district. Cortex houses SLU's Research Innovation Group (<https://www.slu.edu/research/faculty-resources/research-innovation-group/>), which works on technology transfer and commercial partnerships. Cortex is also home to the weekly Venture Cafe (every Thursday from 3-8 p.m.), which is a great place for students to connect with members of the tech community in a friendly and informal setting. Also in downtown St. Louis is the T-REX Technology Entrepreneur Center, a coworking space and technology incubator.

Our faculty integrate students into their research programs in a variety of ways. Some of our undergraduate students have participated in research experience for undergraduates (REUs), capstone projects and independent research that has resulted in scholarly publications with

their faculty mentors. Many students have had opportunities to travel to conferences and present their work.

Careers

Careers related to computer science are routinely found on various "best jobs" lists because of their outstanding combination of excellent pay, satisfying work-life balance and personal reward in seeing the great impact of computing throughout society. As a sample of such listings:

- U.S. News 100 Best Jobs list for 2026 (<https://careers.usnews.com/best-jobs/rankings/the-100-best-jobs/>) The top 100 included IT manager (#3), information security analyst (#4), software developer (#7), data scientist (#8), computer network architect (#32), computer systems analyst (#59), web developer (#85).
- Indeed's Best Jobs in America list for 2026 (<https://www.indeed.com/career-advice/news/best-jobs-2026/>) Jobs in the top 50 included data scientist (#10), solution architect (#20), SAP consultant (#24), software engineer (#28), controls engineer (#33), software architect (#34), IT project manager (35), servicenow developer (#37), enterprise architect (#41), full stack developer (#43), network engineer (#45), security engineer (#47), cloud engineer (#49).

Admission Requirements

Begin Your Application (<https://www.slu.edu/apply.php>)

Saint Louis University also accepts the Common Application and the Coalition Application.

Freshman

All applications are thoroughly reviewed with the highest degree of individual care and consideration to all credentials that are submitted. Solid academic performance in college preparatory coursework is a primary concern in reviewing a freshman applicant's file.

To be considered for admission to any Saint Louis University undergraduate program, applicants must be graduating from an accredited high school, have an acceptable HiSET exam score or take the General Education Development (GED) test.

Transfer

Applicants must be a graduate of an accredited high school or have an acceptable score on the GED or HiSET.

Students who have attempted fewer than 24 semester credits (or 30 quarter credits) of college credit must follow the above freshmen admission requirements. Students who have completed 24 or more semester credits (or 30 quarter credits) of college credit must submit transcripts from all previously attended college(s).

In reviewing a transfer applicant's file, the Office of Admission holistically examines the student's academic performance in college-level coursework as an indicator of the student's ability to meet the academic rigors of Saint Louis University. Where applicable, transfer students will be evaluated on any courses outlined in the continuation standards of their preferred major.

International Applicants

All admission policies and requirements for domestic students apply to international students along with the following:

- Demonstrate English Language Proficiency (<https://catalog.slu.edu/academic-policies/office-admission/undergraduate/english-language-proficiency/>)
- All academic records must include an English translation. An official course-by-course transcript evaluation may be required and accepted.

Tuition

Tuition/Fee	Cost Per Year
Undergraduate Tuition	\$58,960
University Fees	\$1,000

Additional charges may apply. Other resources are listed below:

Net Price Calculator (<https://www.slu.edu/financial-aid/tuition-and-costs/calculator.php>)

Cost of Attendance (<https://www.slu.edu/financial-aid/tuition-and-costs/cost-of-attendance.php>)

Information on Tuition and Fees (<https://catalog.slu.edu/academic-policies/student-financial-services/tuition/>)

Miscellaneous Fees (<https://catalog.slu.edu/academic-policies/student-financial-services/fees/>)

Information on Summer Tuition (<https://catalog.slu.edu/academic-policies/student-financial-services/tuition-summer-current/tuition-summer-current.pdf>)

Scholarships and Financial Aid

There are two principal ways to help finance a Saint Louis University education:

- **Scholarships:** Scholarships are awarded based on academic achievement, service, leadership and financial need.
- **Financial Aid:** Financial aid is provided through grants and loans, some of which require repayment.

Saint Louis University makes every effort to keep our education affordable. In fiscal year 2025, 99.6% of first-time freshmen and 92% of all students received financial aid (<https://www.slu.edu/financial-aid/>) and students received more than \$517 million in aid University-wide.

For priority consideration for merit-based scholarships, apply for admission by Dec. 1 and complete a Free Application for Federal Student Aid (FAFSA) by Feb. 1.

For more information on scholarships and financial aid, visit the Office of Student Financial Services (<https://www.slu.edu/financial-aid/>).

Learning Outcomes

1. Graduates will be able to analyze a complex computing problem and apply principles of computing and other relevant disciplines to identify solutions.
2. Graduates will be able to design, implement, evaluate and test a software system that meets a given set of computing requirements.
3. Graduates will be able to apply computer science theory, knowledge of computer systems and software development fundamentals to produce computing-based solutions.
4. Graduates will be able to communicate effectively to both professional and general audiences in both oral and written forms.

5. Graduates will be able to recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles.
6. Graduates will be able to function effectively as members of a team in developing computing technology and solving technical problems.

Requirements

Computer science students must complete a minimum total of 82 credits for the major.

Code	Title	Credits
University Undergraduate Core (https://catalog.slu.edu/academic-policies/academic-policies-procedures/university-core/)		32-35
Major Requirements		82
Select a CSCI 10xx: Introduction to Computer Science (p. 3) ¹		3
CSCI 1300	Introduction to Object-Oriented Programming	4
CSCI 2100	Data Structures	4
CSCI 2300	Object-Oriented Software Design	3
CSCI 2500	Computer Organization and Systems	3
CSCI 2510	Principles of Computing Systems	3
CSCI 3100	Algorithms	3
CSCI 3200	Programming Languages	3
CSCI 3300	Software Engineering	3
CSCI 4530	Computer Security	3
CSCI 4961	Capstone Project I	2
CSCI 4962	Capstone Project II	2
Select a Systems Elective Course (p. 3)		3
CSCI 4740 or CSCI 4750	Artificial Intelligence Machine Learning	3
Three additional 3000 or 4000 level CSCI elective courses (https://catalog.slu.edu/courses-az/csci/)		9
<i>Required Mathematics Courses</i>		
MATH 1510	Calculus I	4
MATH 1520	Calculus II	4
MATH 1660	Discrete Mathematics	3
STAT 3850	Foundation of Statistics	3
Additional MATH or STAT course at the 2000 level or above		3
MATH 2230	Optimization and Linear Algebra for Computation	3
<i>Required Computer Ethics</i>		
PHIL 3050X	Computer Ethics	3
<i>Required Science/Engineering Courses</i>		
Select 8 credit sequence in a single lab science.		8
General Electives		18-21
Total Credits		120

¹ Students may matriculate directly into CSCI 1300 Introduction to Object-Oriented Programming (4 cr) with departmental permission and take an additional 3000+ level elective later to satisfy this requirement.

Non-Course Requirements

All School of Science and Engineering B.A. and B.S. students must complete an exit interview/survey near the end of their bachelor's program.

Continuation Standards

After declaring a computer science major, students must achieve a minimum GPA of 2.00 in computer science courses by the conclusion of their second year as a major and maintain such a GPA at the conclusion of each semester thereafter. Furthermore, students should require at most two attempts to successfully complete any computer science courses required for the major (where an unsuccessful attempt is considered a "D" or "F" for courses numbered 2100 and lower, and an "F" in higher-level courses).

Students are also expected to make adequate progress in the major, typically by enrolling in at least one computer science course per semester until completing their coursework (with exceptions made for premed scholars during their first year, and all students if studying abroad or facing other such extenuating circumstances).

Program Notes

At most three credit hours of internship with industry courses can be applied to the degree.

Introduction to Computer Science

Code	Title	Credits
CSCI 1010	Introduction to Computer Science: Principles	
CSCI 1020	Introduction to Computer Science: Bioinformatics	
CSCI 1025	Introduction to Computer Science: Cybersecurity	
CSCI 1030	Introduction to Computer Science: Game Design	
CSCI 1040	Introduction to Computer Science: Mobile Computing	
CSCI 1050	Introduction to Computer Science: Multimedia	
CSCI 1060	Introduction to Computer Science: Scientific Programming	
CSCI 1070	Introduction to Computer Science: Taming Big Data	
CSCI 1080	Introduction to Computer Science: World Wide Web	
CSCI 1090	Introduction to Computer Science: Special Topics	

With permission, a computing-intensive course from another discipline may be substituted as long as it is not already fulfilling another requirement. Examples of such courses include:

BME 2000	Biomedical Engineering Computing
CVNG 1500	Civil Engineering Computing
STAT 3850	Foundation of Statistics

Systems Electives Courses

Code	Title	Credits
CSCI 4500	Operating Systems	
CSCI 4530	Computer Security	
CSCI 4550	Computer Networks	
CSCI 4610	Concurrent and Parallel Programming	
CSCI 4620	Distributed Computing	

Roadmap

This roadmap is just one example of a semester-by-semester plan of study for this program. There are other plans students can and do take. The plan of study for each particular student is established in consultation with each student's academic advisor; *this roadmap does not replace academic advising appointments.*

Roadmap notes:

- This Roadmap assumes full-time enrollment unless otherwise noted.
- Courses/Milestones marked with an "!" are critical and must be completed in the semester listed in the Roadmap to ensure a timely graduation.
- Course availability and sequencing are subject to change.

Course	Title	Credits
Year One		
Fall		
CSCI 10xx (p. 4)	Introduction to Computer Science ^{Students may matriculate directly into CSCI 1300 Introduction to Object-Oriented Programming (4 cr) with departmental permission and take an additional 3000+ level elective later to satisfy this requirement.}	3
MATH 1510	Calculus I	4
University Core and/or General Electives		9
Credits		16
Spring		
CSCI 1300	Introduction to Object-Oriented Programming	4
MATH 1520	Calculus II	4
University Core and/or General Electives		6
Credits		14
Year Two		
Fall		
CSCI 2100	Data Structures	4
CSCI 2500	Computer Organization and Systems	3
MATH 1660	Discrete Mathematics	3
CSCI 3050 or PHIL 3050X	Computer Ethics or Computer Ethics	3
Science I with lab		4
Credits		17
Spring		
CSCI 2300	Object-Oriented Software Design	3
CSCI 2510	Principles of Computing Systems	3
MATH 3850	Foundation of Statistics	3
Science II with lab ‡		4

University Core and/or General Electives		2
Credits		15
Year Three		
Fall		
CSCI 3100	Algorithms	3
Systems Elective Course (p. 4)		3
Additional Mathematics/Statistics (2000+)		3
CSCI 4530	Computer Security	3
University Core and/or General Electives		3
Credits		15
Spring		
CSCI 3200	Programming Languages	3
CSCI 3300	Software Engineering	3
MATH 2230	Optimization and Linear Algebra for Computation	3
University Core and/or General Electives		6
Credits		15
Year Four		
Fall		
CSCI 4961	Capstone Project I	2
CSCI 3000+	Elective	3
CSCI 4740 or CSCI 4750	Artificial Intelligence or Machine Learning	3
University Core and/or General Electives		6
Credits		14
Spring		
CSCI 4962	Capstone Project II	2
CSCI 3000+	Elective	3
CSCI 3000+	Elective	3
University Core and/or General Electives		9
Credits		14
Total Credits		120

‡ Must be in same discipline as Science I to form sequence.

Introduction to Computer Science

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CSCI 1030	Introduction to Computer Science: Game Design	
CSCI 1040	Introduction to Computer Science: Mobile Computing	
CSCI 1050	Introduction to Computer Science: Multimedia	
CSCI 1060	Introduction to Computer Science: Scientific Programming	
CSCI 1070	Introduction to Computer Science: Taming Big Data	

CSCI 1080	Introduction to Computer Science: World Wide Web
CSCI 1090	Introduction to Computer Science: Special Topics

With permission, a computing-intensive course from another discipline may be substituted as long as it is not already fulfilling another requirement. Examples of such courses include:

BME 2000	Biomedical Engineering Computing
CVNG 1500	Civil Engineering Computing
STAT 3850	Foundation of Statistics

Systems Elective Courses

Code	Title	Credits
CSCI 4500	Operating Systems	
CSCI 4530	Computer Security	
CSCI 4550	Computer Networks	
CSCI 4610	Concurrent and Parallel Programming	
CSCI 4620	Distributed Computing	

Madrid

Students of computer science at Saint Louis University-Madrid gain in-depth knowledge of computers and computer systems, as well as the programs and languages that they use to communicate. You'll gain real-world experience in coding, designing and testing programs in multiple programming languages.

Curriculum Overview

Complete your B.S. or a B.A. in computer science at SLU-Madrid. You can also transfer freely between SLU-Madrid and SLU-St. Louis.

The Bachelor of Science degree provides more technical depth and focuses largely on analytical skills and a detailed understanding of computer science. As a more professionally focused degree, graduates often go directly into the industry upon graduation. The B.S. program is modeled after curricular requirements for ABET-CAC accreditation in computer science.

The Bachelor of Arts degree is often combined with another major or minor, providing you with an understanding of the application and impact of the computer sciences on society.

Faculty

The faculty at Saint Louis University-Madrid are experts in their respective fields. They are internationally recognized teachers, researchers and mentors. Learn about our faculty members (<https://www.slu.edu/madrid/academics/faculty/faculty-profiles.php>), including their education, credentials, experience and contact information.

Faculty Research

The SLU-Madrid faculty maintains robust programs of research in a variety of fields. See below for more data.

Find Faculty Research Information (<https://www.slu.edu/madrid/academics/faculty/faculty-research.php>)

Find Research Resources (<https://www.slu.edu/madrid/academics/faculty/research-resources.php>)

Fieldwork, Internships and Careers

At SLU-Madrid, class enrollment is kept low at all levels to maximize interaction between the professors and students. Computer science classes are held in computer classrooms and involve group work and hands-on projects. Lectures and lab sessions are all taught by full-time, award-winning faculty or faculty with experience gained in the industry.

Graduates with computer science degrees are in high demand in the international job market. Our students master a variety of skills, such as computer hardware and architecture, software analysis, design and build, object-oriented programming, server security and management, database design and applications and networking technologies.

Employment sectors include security analysis, computer graphics and data visualization, artificial intelligence, telecommunications, internet of things (IoT), bioinformatics, software or application development, computer programming, IT system administration, project management and computer forensics.

Admission

SLU-Madrid Application (<https://www.slu.edu/madrid/apply.php>)

Application Deadlines

- April 1 - Fall admission (July 1 for EU students)
- Aug. 1 - Spring admission (Nov. 1 for EU students)
- March 1 - Summer sessions (for applicants who require a student visa)
- April 15 - Summer sessions (for applicants who do not require a student visa)

Contact Us

Office of Admissions
Avenida del Valle, 34
28003 Madrid, Spain
P. (+34) 91 554 58 58
admissions-madrid@slu.edu

Office Hours: Mondays through Fridays: 9 a.m. to 6 p.m. (3 p.m. on Fridays from May 15 - Sept. 1)

Tuition and Fees

SLU-Madrid is committed to providing a quality Jesuit education at an affordable price. Tuition rates at SLU-Madrid are approximately 40% lower than at comparable private universities in the U.S.

If you have questions or would like to speak with a financial aid officer, email us at financialaid-madrid@slu.edu.

- Tuition and Fees (<https://www.slu.edu/madrid/admissions/tuition-fees.php>)
- Scholarships and Financial Aid (<https://www.slu.edu/madrid/admissions/scholarships-financial-aid.php>)

2+SLU

2+SLU programs provide a guided pathway for students transferring from a partner institution.

- Computer Science, B.S. (STLCC 2+SLU) (<https://catalog.slu.edu/academic-policies/office-admission/undergraduate/2plusslu/stlcc/computer-science-bs/>)

Contact Us

For more information about computer science programs, please call 314-977-6667 or email cs@slu.edu.