

University of Southern California
VITERBI SCHOOL OF ENGINEERING

Master of Science in Computer Science (Software Engineering)
Program Learning Objectives

The purpose of the USC Viterbi School of Engineering Master of Science in Computer Science (Software Engineering) program is to prepare students for high level professional employment in any sector of computer science that incorporates software development skills, systems engineering, customer collaboration, and management skills necessary for leadership in software engineering; or to pursue advanced graduate studies focusing on related problems in the field. Graduates might pursue computer science-related employment or advanced graduate study in many diverse fields that require software development.

- Upon completion of the USC Master of Science in Computer Science (Software Engineering) program, students will be able to demonstrate broad understanding of software-intensive systems of systems, high assurance, agile methods, commercial-off-the-shelf integration, mobile and distributed network-centric architectures, and rapid software development and evolution.
- Upon completion of the USC Master of Science in Computer Science (Software Engineering) program, students will be able to apply critical principles and skills pertinent to MSCS (Software Engineering) duties in their employment and professional practice.
- Upon completion of the USC Master of Science in Computer Science (Software Engineering) program, students will be able to work in diverse global contexts and apply universally respectful and globally centric practices pertinent to MSCS (Software Engineering) duties in international and domestic contexts.
- USC students enrolled in the Master of Science in Computer Science (Software Engineering) program will demonstrate understanding of contemporary research questions, results, and areas of application relating to software engineering.