

4+1 PROGRAM OVERVIEW

Software Engineering Accelerated Degree BS/MS

ELIGIBILITY & ADMISSION REQUIREMENTS			
Eligible Undergrad Majors	Software Engineering (BS)		
Undergraduate ASU GPA	Minimum 3.2 GPA on a 4.0 scale at time of application		
Completion of all 300 level major required courses	It is recommended that all courses be completed with a grade of B or better.		
Credit Hour Requirement	Must have earned 75 credits to apply; earned 90 credits (and be admitted to the 4+1 program) before taking shared classes		
Accelerated GPA Requirement	Students admitted to the accelerated program must maintain a 3.0 GPA for all coursework on the graduate plan of study (including shared 400-level courses) and all 500-level coursework.		
SHARED COURSES INFORMATION			
Number of Shared Courses	4 courses (12 credits). See list in table below.		
Shared Course Levels Allowed	2 courses (6 credits) @ 400-level and 2 courses (6 credits) @ 500-level		
REQUIRED APPLICATION MATERIALS			
<ol style="list-style-type: none"> 1) Statement of Purpose (1-2 page document outlining why you wish to pursue the 4+1 Program) 2) Three letters of recommendation- two (2) SE faculty members, the third can be a faculty from another department or a work reference 3) International students must complete 90 domestic credit hours of course work to waive the English competency requirement. 			
REQUIRED STANDARDS FOR REMAINING IN THE 4+1 PROGRAM			
While in the graduate program, students must maintain a 3.0 GPA at all times to remain in good standing.			
APPROVED SHARED COURSES			
12 shared credits include six (6) credits at the 400-level and six (6) credits at the 500-level			
Two Courses (6 credits) from the following 400-level:		Two Courses (6 credits) from the following 500-level:	
SER 421	Web-Based Applications and Mobile Systems	SER 501	Advanced Data Structures and Algorithms
SER 422	Web Application Programming	SER 502	Emerging Languages and Programming Paradigms
SER 423	Mobile Systems	<i>The following courses may not be shared: All 500-level Reading & Conference, Internship, Research, Applied Project and Thesis courses.</i>	
SER 431	Advanced Graphics		
SER 432	Game Engine Architecture		
SER 450	Computer Architecture		
SER 456	Embedded Interfaces: Sensors and Actuators		
SER 486	Embedded C Programming		
The 400-level courses fulfill the primary focus area for the BS SE, and as optional entry-level graduate courses on the MS SE program of study (toward the 12 hours computing electives).			
The 500-level courses fulfill the secondary focus area for the BS SE and are part of the core for the MS SE.			