NKU

Bachelor of Science in:
Applied Software Engineering

For students on the following catalogs:
2021-2022   2024-2025
2022-2023   2025-2026
2023-2024

Name:
Student ID:
Catalog Year:

SUPPORT COURSES (15 Hours)

Course		Pre-req	Credits	Term	Grade	Notes
MAT 185	Introductory Discrete Mathematics	MAT 103 or placement	3			
STA 205	Statistical Methods	MAT 101 or placement	3			**Successful Completion of STA 205 DSST**
OR						
STA 205R	Statistical Methods with Recitation		3			
PHI 310	Information Ethics	Sophomore Standing or Instructor Consent	3			**Successful Completion of PHI 310 DSST**
ENG 347	Technical Writing	ENG 102, HNR 102, or equivalent	3			
LDR 205	Human Relations in Organizations		3			

INFORMATICS CORE COURSES (22 Hours)

Course		Pre-req	Credits	Term	Grade	Notes
INF 100	Orientation to College of Informatics	Freshman Standing or Department Consent	1			
INF 201	Foundations of Informatics Professionals	Sophomore Standing	1			
INF 120	Elementary Programming (or placement)	MAT 102 or MAT 114 or placement	3			**Successful Completion of INF 120 CPLE**
INF 284	Introduction to Computer Networks	MAT 102 & INF 110 or INF 120 or CIT 130	3			**Current CompTIA Network+ certification**
INF 286	Introduction to Web Development	MAT 103 & INF 110 or INF 120 or CSC 260 (pre-req or co-req)	3			**Successful Completion of INF 286 CPLE**
CIT 171	Introduction to Linux	ENG 101 ready	1			
CSC 260	Object-Oriented Programming I	MAT 103 and INF 110, INF 120, or CSC 270	3			**Successful Completion of CSC 260 CPLE**
CSC 260L	Object-Oriented Programming Lab	CSC 260 (co-req)	1			
CSC 350	Database Programming	CSC 360	3			
CSC 360	Object-Oriented Programming II	MAT 119 & CSC 260	3			**Successful Completion of CSC 360 CPLE**

APPLIED SOFTWARE ENGINEERING CORE (21 Hours)

Course		Pre-req	Credits	Term	Grade	Notes
ASE 220	Full-Stack Application Development	INF 120 & INF 286	3			

Course		Pre-req	Credits	Term	Grade		Notes
ASE 230	Server-Side Programming	INF 286 & CSC 260 or CIT 383 (pre-req or co-req)	3				
ASE 285	Software Engineering & Sec. Fundamentals	ASE 220	3				
ASE 330	Human-Computer Interaction	ASE 220 or ASE 230	3				
ASE 420	Software Design	CSC 360	3				
ASE 456	Cross-Platform Development	ASE 220 or ASE 230 & Junior Standing	3				
ASE 485	Applied Software Engineering Capstone	ASE 230, ASE 285, ASE 330, ASE 456, ASE 420, & CSC 350	3				

ASE MAJOR UPPER-LEVEL ELECTIVE (3 Hours)							
Course		**Pre-req**	**Credits**	**Term**	**Grade**		**Notes**
ASE/CIT/ CSC/CYS /DSC	3xx-4xx		3				

EXPERIENTIAL LEARNING REQUIREMENT (0-3 Hours)							
If the course used for the experiential learning requirement is an ASE course and taken for 3 credit hours, it can also be used to fulfill the elective requirement above.							
Course		**Pre-req**	**Credits**	**Term**	**Grade**		**Notes**
ASE 305	Peer Teaching Assistant Training	Department Permission	3				
OR							
ASE 292	ASE Introductory Research Experience	Department Permission	0-3				
OR							
ASE 392	ASE Intermediate Research Experience	Sophomore Standing & Department Permission	0-3				
OR							
ASE 492	ASE Advanced Research Experience	Junior Standing & Department Permission	0-3				
OR							
ASE 396	Applied Software Engineering Practicum	ASE 456, Junior Standing, & Department Permission	0-3				
OR							
CEP 300	Cooperative Education		1-3				

Students must earn a grade of "C-" or better to meet pre-requisites for all courses unless otherwise indicated.
Students must earn a grade of "C-" or better and a 2.00 GPA in all courses that apply to the major.
Please consult with your advisor and the appropriate University Course Catalog for all other degree requirements.