



Degree Worksheet  
MSCS

**Area of Specialization: Interactive Intelligence**

Interactive = 15 hours of core + required electives  
Intelligence 15 hours of "free" electives  
Specialization 30 Hours Total for Degree

Must earn grades of "B" or higher in all courses that count in Area of Specialization. Must earn a minimum 3.0 overall GPA to graduate. Only letter grade coursework will count.

**SECTION 1 - Demographics**

Name: \_\_\_\_\_ GT ID# (example: 90XXXXXXX): \_\_\_\_\_

Graduation Semester (example: Spring 2024): \_\_\_\_\_ Date: \_\_\_\_\_

**SECTION 2 – Interactive Intelligence Core (9 hours)**

Take one (1) course from:  
**Algorithms and Design**

Mark (X)	Prefix & No.	Course Title	Semester Taken	Credit Hours	Grade
	CS 6300	Software Development Process			
	CS 6301	Advanced Topics in Software Engineering			
	CS 6505	Computability, Complexity, and Algorithms			
	CS 6515	Introduction to Graduate Algorithms <i>(formerly CS 8803 GA Graduate Algorithms)</i>			
	CSE 6140	Computational Science and Engineering Algorithms			

And, two (2) courses from:

Mark (X)	Prefix & No.	Course Title	Semester Taken	Credit Hours	Grade
	CS 6601	Artificial Intelligence			
	CS 7637	Knowledge-Based AI			
	CS 7641	Machine Learning			

**Transfer Credit / Substitutions**

Prefix & No.	Course Title	Semester Taken	Credit Hours	Grade

**SECTION 3 – Interactive Intelligence Required Electives (6 hours)****Pick two (2) courses from:****Interaction**

Mark (X)	Prefix & No.	Course Title	Semester Taken	Credit Hours	Grade
	CS 6440	Introduction to Health Informatics			
	CS 6460	Educational Technology: Conceptual Foundations			
	CS 6465	Computational Journalism			
	CS 6471	Computational Social Science			
	CS 6603	AI, Ethics, and Society ( <i>formerly CS 8803-010</i> )			
	CS 6750	Human-Computer Interaction			

**AI Methods**

Mark (X)	Prefix & No.	Course Title	Semester Taken	Credit Hours	Grade
	CS 6476	Computer Vision			
	CS 7631	Multi-Robot Systems			
	CS 7632	Game AI			
	CS 7633	Human-Robot Interaction			
	CS 7634	AI Storytelling in Virtual Worlds			
	CS 7643	Deep Learning			
	CS 7647	Machine Learning with Limited Supervision			
	CS 7650	Natural Language			
	CS 8803	Special Topics: Advanced Game AI			

**Cognition**

Mark (X)	Prefix & No.	Course Title	Semester Taken	Credit Hours	Grade
	CS 6795	Introduction to Cognitive Science			
	CS 7610	Modeling and Design			
	CS 7651	Human and Machine Learning			
	CS 8803	Special Topics: Computational Creativity			

**Transfer Credit / Substitutions**

Prefix & No.	Course Title	Semester Taken	Credit Hours	Grade

**Continued on next page...**

**SECTION 4 – “Free” Electives (15 hours)** *“Free” Electives are any remaining letter grade courses not used above and within program rules.*

Prefix & No.	Course Title	Semester Taken	Credit Hours	Grade

**Transfer Credit / Substitutions**

Prefix & No.	Course Title	Semester Taken	Credit Hours	Grade

**This section to be completed by MSCS Advisor**

Notes:

S-GPA: \_\_\_\_\_

C-GPA: \_\_\_\_\_

Advisor

Sign \_\_\_\_\_

Date \_\_\_\_\_