Stay in front of the crowd at Elon.
Join the Computing Sciences Department.

Questions?
Visit www.elon.edu/compsci
or contact

Dr. Dave Powell
(336) 278-6233
dpowell2@elon.edu
2101 Campus Box
Elon, NC 27244
Why Computing Sciences At Elon?
Computing is critical in all areas of studies from the humanities to the sciences. Computer Science and Information Systems graduates delve into many fields including Physics, Economics, Psychology, Biology and Business. Elon’s strong focus on the Arts and Sciences provides an ideal exposure to these fields.

Curriculum

- Emphasis is on problem solving.
- Progressive department with comprehensive curriculum offering a B.A. and B.S. in Computer Science and a B.A. and B.S. in Computer Information Systems. Students can easily decide which focus is most appealing to their career focus. Students can easily major in one and minor in the other or minor in some other discipline.
- Constantly changing curriculum provides the latest in theory and application concepts. Recent changes include software design patterns, enterprise grid computing, game design, networking and data mining.
- Even balance of theory and hands-on application. 80% of courses are taught in computer labs to combine lecture and application.
- Latest in software and hardware. Over 50 software applications are updated every six months and made available throughout the campus. Every machine at Elon is replaced on a three-year cycle.
- Class sizes are small with an average class size of 10 students.
- Experiential learning gives “pragmatic” application of concepts.

Types of Jobs with a Computing Sciences Degree

- Database administrator
- Network administrator
- Software developer
- Software engineer
- Software program manager
- Software quality assurance engineer
- Software technical lead
- System administrator
- Systems analyst
- Technical sales engineer
- Web developer

4 out of 10 of the fastest growing occupations for college graduates are related to computing

(United States Bureau of Labor Statistics)
Computing is critical to the way that we live, work, play and learn.

The U.S. Department of Labor projected the ten fastest growing occupations for college graduates through the year 2012. Four of these occupations are in Computing Sciences:

- Network systems and data communication analysts
- Computer software engineers, applications
- Computer software engineers, systems software
- Database administrators

According to Job Outlook 2005, the average starting salary for computing sciences graduates ranges from $40,000-$56,000.

According to the Bureau of Labor Statistics, when comparing the average wage increase for all occupations in 2004, the increase for computer programmers was the fourth highest at 18.1%.

Recent Elon Computing Sciences Graduates

Went to work for:

- Bayer
- CARQUEST
- Clarkston Consulting
- Lockheed Martin
- NSA (National Security Agency)
- Red Hat
- Symantec

And went to graduate school at:

- DePaul
- Florida State
- Notre Dame
- Virginia Tech
- Wake Forest
- William and Mary

Faculty

- Have advanced degrees from five of the top 50 national schools listed in U.S. News & World Report, August 2005.
- Have over 50 combined years of experience in commercial software and information systems development for industry.
- Provide an even balance of males and females for personalized one-on-one mentoring and advising.
- Have complementary expertise in leading edge technologies such as grid computing, operating systems, artificial intelligence, networking and data mining.
Student Activities and Opportunities

Computer lab dedicated for use by majors that includes 12 machines equipped with dual monitors.

Examples of past research:
- AI in Game Programming
- Spam Filtering
- Voice Recognition
- Wireless Device Interfaces

Paid summer research experience at Elon with faculty mentors.

Build your resume through:
- Attendance at regional professional conferences.
- Participation in student chapter of Association for Computing Machinery.

Experiential learning gives “pragmatic” application of concepts. The figure below shows a Lego robot used in introduction to computer science courses where students program commands to control the robots.

The department participates frequently in programming team contests.

A recent advertisement for a game contest is illustrated to the left.

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