

Curriculum - Computer Systems Engineering (Cybersecurity), BSE

Catalog Year: 2025 - 2026 **General Studies Gold**

Degree: Bachelor of Science in Engineering, BSE

College/School: [Ira A. Fulton Schools of Engineering](#)

Plan Code: ESCSEIBSE

Minimum credit hours: 120

Upper division minimum credit hours: 46

Requirement	Minimum Grade	Credit Hours
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Please see our degree requirements website for links to our flowcharts and our most up to date course lists.

<https://scai.engineering.asu.edu/computer-systems-engineering/concentrations-computer-systems-engineering/>

Computer Systems Engineering Lower Division Requirements

CSE 110 Principles of Programming (QTRS)	C	3
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CSE 205 Object-Oriented Programming and Data Structures (QTRS)	C	3
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CSE 220 Programming for Computer Engineering	C	3
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CSE 230 Computer Organization and Assembly Language Programming	C	3
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EEE 120 Digital Design Fundamentals	C	3
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FSE 100 Introduction to Engineering	C	2
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Computer Systems Engineering Upper Division Requirements

Requirement	Minimum Grade	Credit Hours
CSE 301 Computing Ethics	C	1
CSE 302 Circuits for Computer Engineers	C	3
CSE 310 Data Structures and Algorithms	C	3
CSE 320 Design and Synthesis of Digital Hardware	C	3
CSE 325 Embedded Microprocessor Systems	C	3
CSE 330 Operating Systems	C	3
CSE 360 Introduction to Software Engineering	C	3
CSE 420 Computer Architecture I	C	3
CSE 423 Systems Capstone Project I	C	3
CSE 424 Systems Capstone Project II	C	3
CSE 434 Computer Networks	C	3
IEE 380 Probability and Statistics for Engineering Problem Solving (QTRS)	C	3
MAT 343 Applied Linear Algebra	C	3
Computer Systems Engineering (Cybersecurity) Concentration Requirements		
CSE 365 Information Assurance	C	3
Upper Division Cybersecurity Focus Courses	C	6
CSE 466 Computer Systems Security		
CSE 467 Data and Information Security		
CSE 468 Computer Network Security		
CSE 469 Computer and Network Forensics		

CSE 494 Topic: Artificial Intelligence for Cyber Security

Computer Systems Engineering (Cybersecurity) Technical Electives

Cybersecurity Elective

C

3

BME 494 Topic: Applied Computational Behavioral Science

CPI 350 Evaluation of Informatics Systems

CPI 411 Graphics for Games

CSE 335 Principles of Mobile Application Development

CSE 340 Principles of Programming Languages

CSE 355 Introduction to Theoretical Computer Science

CSE 408 Multimedia Information Systems

CSE 412 Database Management

CSE 420 Computer Architecture I

CSE 434 Computer Networks

CSE 438 Embedded Systems Programming

CSE 445 Distributed Software Development

CSE 446 Software Integration and Engineering

CSE 450 Design and Analysis of Algorithms

CSE 460 Software Analysis and Design

CSE 463 Introduction to Human Computer Interaction

CSE 464 Software Quality Assurance and Testing

CSE 466 Computer Systems Security

CSE 467 Data and Information Security

CSE 468 Computer Network Security

CSE 469 Computer and Network Forensics

CSE 470 Computer Graphics

CSE 471 Introduction to Artificial Intelligence

CSE 472 Social Media Mining

CSE 474 Mobile Robotics

CSE 475 Foundations of Machine Learning

CSE 476 Introduction to Natural Language Processing

CSE 477 Introduction to Computer-Aided Geometric Design

CSE 478 Foundations of Data Visualization

DAT 300 Mathematical Tools for Data Science

DAT 301 Exploring Data in R and Python

DAT 401 Statistical Modeling and Inference for Data Science

DAT 402 Machine Learning for Data Science

EEE 304 Signals and Systems II

EEE 335 Analog and Digital Circuits

EEE 350 Random Signal Analysis

EEE 404 Real-Time DSP Systems

EEE 407 Digital Signal Processing

EEE 425 Digital Systems and Circuits

EEE 455 Communication Systems

EEE 480 Feedback Systems

EEE 481 Computer-Controlled Systems

Requirement	Minimum Grade	Credit Hours
FSE 301 Entrepreneurship and Value Creation		
FSE 394 Topic: Engineering for Humanity		
IEE 385 Engineering Statistics: Probability		
MAT 416 Graph Theory		
MAT 448 Cryptography II		
PHY 302 Mathematical Methods in Physics II		
PHY 333 Electronic Circuits and Measurements		
PHY 441 Statistical and Thermal Physics		
SER 416 Software Enterprise: Project and Process Management		
400-Level CSE Elective		

Computer Systems Engineering (Cybersecurity) Major GPA

Check: Minimum 2.0 Major GPA

Computer Systems Engineering Interdisciplinary Requirements

Biology or Chemistry Course

BIO 181 General Biology I (SCIT)

BIO 182 General Biology II (SCIT)

CHM 113 General Chemistry I (SCIT)

CHM 114 General Chemistry for Engineers (SCIT)

4

PHY 121 University Physics I: Mechanics (SCIT) AND PHY 122 University Physics Laboratory I (SCIT)

C

4

PHY 131 University Physics II: Electricity and Magnetism (SCIT)

AND PHY 132 University Physics Laboratory II (SCIT)

C

4

Computer Systems Engineering Mathematics Requirements

MAT 243 Discrete Mathematical Structures

C

3

MAT 265 Calculus for Engineers I (MATH)

C

3

MAT 266 Calculus for Engineers II (MATH)

C

3

MAT 267 Calculus for Engineers III (MATH)

C

3

ASU 101 or College-Specific First-Year Seminar

ASU 101 or college-specific equivalent First-Year Seminar required of all first-year students.

ASU 101-CAI The ASU Experience

1

First-Year Composition

ENG 101 First-Year Composition AND ENG 102 First-Year

Composition

OR ENG 105 Advanced First-Year Composition

C

6

**OR ENG 107 First-Year Composition AND ENG 108 First-Year
Composition**

Notes

All baccalaureate degree students must fulfill university graduation requirements, including a minimum of 120 credit hours, with at least 45 credit hours in upper-division courses.

<https://catalog.asu.edu/undergraduatereq>

All undergraduate students must complete General Studies requirements. https://catalog.asu.edu/ug_gsr

Mathematics Placement Assessment score determines placement in first mathematics course.

Students should work with their academic advisor, and consider course prerequisites, in order to complete all degree requirements in four years.

General Studies designations listed next to courses were valid for the 2025 - 2026 academic year. Please refer to the course catalog for current General Studies designations at time of class registration. General Studies credit is applied according to the designation the course carries at the time the class is taken.