

Certificate in Mobile Application Development

Certificates may be earned by regularly matriculated or extended learning students and denote successful completion of a prescribed program of study designed to:

1. impart specified professional/vocational/career competencies; or
2. produce mastery of the content of a sub-field of an academic major (discipline); or
3. provide exposure to the range of materials in a traditional or emerging interdisciplinary field.

Certain certificate programs contain 6000-level courses as requirements and/or electives. These 6000-level courses may not be taken by undergraduate students. Candidates must receive two-thirds of their certificate-applicable credit from the university. The transferring of credit or the substitution of courses may occur only after application to the appropriate campus authority.

Certificate Requirements (20 units)

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|-----------------------------------|----------------------------------|-----------|
| CSE 2010 | Computer Science I | 4 |
| CSE 2020 | Computer Science II | 4 |
| CSE 4050 | Web Application Development | 3 |
| CSE 4500 | Platform Computing | 3 |
| A minimum of 6 units chosen from: | | 6 |
| CSE 4100 | Computer Networking and Security | |
| CSE 4200 | Computer Graphics | |
| CSE 4400 | Game Design | |
| CSE 4410 | Game Programming | |
| CSE 4550 | Software Engineering | |
| CSE 5720 | Database Systems | |
| Total Units | | 20 |

Note: CSE 4200 Computer Graphics has a prerequisite of MATH 2310 Applied Linear Algebra. If this option is chosen, the certificate would be 20-24 units.