At the School of Engineering and Applied Science (SEAS), we strive to provide students with valuable resources and access to academic, corporate, non-profit, government, and professional development opportunities. By connecting students, faculty, staff, alumni, and employers, we create a talent pipeline that highlights GW graduates as leading contributors to the global community.

As one of the largest graduate student bodies at SEAS, computer science students take advantage of the university’s computing facilities to advance research in computer security and information assurance; database and information retrieval systems; software engineering and systems; and beyond.

Students work with faculty on a wide range of research, such as building stronger protocols and systems for cybersecurity; algorithms for computer-assisted surgeries; optimizing robots for human tasks; and more.

At SEAS, our students pride themselves on developing cutting-edge research and innovation both in and out of the classroom. Through its institutes, centers, and special programs, SEAS extends academic investigation throughout the greater GW campus, professional industry, and society as a whole. By fostering an environment in which students apply technology and research findings to all areas of instruction, students are well prepared for rewarding and productive careers as engineers, applied scientists, and computer scientists.

### COMPUTER SCIENCE GRADUATE STUDENT PROFILE

**Number of Enrolled Students:** 495

#### AREAS OF FOCUS

- Algorithms and Theory
- Computer Architecture, Networks, and Parallel and Distributed Computing
- Computer Security and Information Assurance
- Database and Information Retrieval
- Machine Intelligence and Cognition
- Multimedia, Animation, Graphics, and User Interface
- Software Engineering and Systems

#### COMMON INDUSTRIES STUDENTS SEEK JOBS IN:

- Computer Information and Research
- Computer Programming
- Computer Systems and Network Design
- Cybersecurity
- Database Management
- Development
- Information Security Analysis
- Multimedia Artistry and Animation
- Network and Mobile Computing
- Software Developers, Systems Software
Average Salary for Computer and Information Research Scientists (Department of Labor, 2013)
Regional Average: $109,260
National Average: $106,290

RESEARCH FACILITIES, PROJECTS, and PARTNERSHIPS

At GW, computer science students actively collaborate with peers and faculty on research, which is conducted across several facilities on and off campus.

LABORATORIES, CENTERS, AND INSTITUTES

- Cyberspace Security and Policy Research Institute
- Institute for Computer Graphics
- Laboratory for Advanced Computer Applications in Medicine
- Motion Capture and Analysis Laboratory

Department Annual Research Expenditure: $2.4 million (2014)

FACULTY

SEAS students benefit from instruction, interaction, and collaboration with faculty who are on the cutting edge of research and are leaders in their fields. More than two-thirds of our recently hired SEAS faculty members graduated from top 20 engineering and computer science programs in the U.S., or top programs across the world.

“Creating things inside a computer is in many ways similar to creating a work of art. It requires a mix of creativity and problem solving.”

- Tim Wood, Professor, Computer Science

CONTACT Information

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