RECRUIT BETTER.
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.

HIRE BETTER.
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.

ENGINEER BETTER.
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.

2017 STUDENT ENROLLMENT
Graduate: 419
Undergraduate: 214

AREAS OF FOCUS
Graduate
- 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
Undergraduate
- Artificial Intelligence
- Computational Mathematics and Sciences
- Computer Graphics and Digital Media
- Computer Security and Information Assurance
- Data Science
- Foundations and Theory
- Software Engineering and Application Development
- Software Engineering and Design
- Systems

RESEARCH FACILITIES, PROJECTS, & PARTNERSHIPS
At GW, computer science students actively collaborate with peers and faculty on research, which is conducted across several facilities on and off campus.
RESEARCH AREAS
- Algorithms and Theory
- Artificial Intelligence and Robotics
- Bioinformatics and Biomedical Computing
- Computer Security and Information Assurance
- Digital Media
- Networking and Mobile Computing
- Pervasive Computing and Embedded Systems
- Data Science
- Software Engineering and Systems

CENTERS & INSTITUTES
- Cyber Security and Privacy Research Institute
- Institute for Computer Graphics
- Motion Capture and Analysis Laboratory (MOCA)

Department Annual Research Expenditure: $3.7 million (2017)

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

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