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Simon Fraser University Strand Hall, Rm 3100 8888 University Drive Burnaby BC Canada V5A 1S6

MEMORANDUM

Attention:	Kris Nordgren, Associate Registrar Senate and Academic	Services
From:	Wade Parkhouse, Vice-Provost and Associate Vice-President	lent Academic
Re:	Master of Science in Professional Computer Science Specializations	
Date:	June 3, 2021	- 1 P. Jana

As part of a program audit, the UCIL Office requested a review from the Ministry Advanced Education and Skills Training (AVEST) of the Master of Science in Professional Computer Science to determine if the offered specializations constitute a new degree. The Ministry AVEST determined the specializations in Visual Computing and Cybersecurity do require ministerial approval as new programs.

In order to abide by this determination, these specializations should be immediately removed from the academic calendar and SFU web pages. The Fall 2021 academic calendar program entry for the MSc in Professional Computer Science should be modified to remove the Visual Comptuing and Cybersecutiry specializations and all references to specializations (see attached: Program Change).

Admission to these specializations has been discontinued and students currently enrolled in the Visual Computing specialization have been transferred to the Big Data specialization.

The University Curriculum and Institutional Liaison Office is available for consultation and support on this matter.

C: J Derksen; E. Fiume; K. Verkerk

Calendar Entry Change for Professional Computer Science

FROM

Professional Computer Science

MASTER OF SCIENCE

The Master of Science in Professional **Computer Science Program engages** students in developing deep knowledge and practical skills in specialized areas of computer science. The program trains computational specialists who can construct models, develop algorithms, and write software using state-of-the-art graduate-level knowledge and techniques. Students take instructional and lab courses, in a cohort, and complete a co-op through SFU's co-op program, allowing them to tackle real-world scientific, engineering, and socioeconomic problems and gain valuable project management experiences while expanding their network of industrial contacts. This full-time master's program/specializations are suitable for students with a strong aptitude for computer science, or other quantitative fields, such as engineering and mathematics.

Admission Requirements

A student must satisfy the university admission requirements for a Master's program as stated in Section <u>1.3.6a</u> of the Graduate Admission section of the SFU calendar, and the student must hold a bachelor's degree, or equivalent in computer science or a related field, with a minimum cumulative grade point average TO

Professional Computer Science

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The Master of Science in Professional **Computer Science Program engages** students in developing deep knowledge and practical skills in specialized areas of computer science. The program trains computational specialists who can construct models, develop algorithms, and write software using state-of-the-art graduate-level knowledge and techniques. Students take instructional and lab courses, in a cohort, and complete a co-op through SFU's co-op program, allowing them to tackle real-world scientific, engineering, and socioeconomic problems and gain valuable project management experiences while expanding their network of industrial contacts. This full-time master's program **is** suitable for students with a strong aptitude for computer science, or other quantitative fields, such as engineering and mathematics.

Admission Requirements

A student must satisfy the university admission requirements for a Master's program as stated in Section <u>1.3.6a</u> of the Graduate Admission section of the SFU calendar, and the student must hold a bachelor's degree, or equivalent in computer science or a related field, with a minimum cumulative grade point average (GPA) of 3.00 (on a scale of 0.00 - 4.33) or

(GPA) of 3.00 (on a scale of 0.00 - 4.33) or the equivalent. Alternatively, a minimum	the equivalent. Alternatively, a minimum GPA of 3.33/4.33 on the last 60 credits of
GPA of 3.33/4.33 on the last 60 credits of	undergraduate courses will also meet the
undergraduate courses will also meet the	GPA requirements for admission to the
GPA requirements for admission to the	program.
program.	The School's Graduate Admissions
The School's Graduate Admissions	Committee may recommend, at its
Committee may recommend, at its	discretion, admission to the Professional
discretion, admission to the Professional	Master's program to exceptional students
Master's program to exceptional students without an undergraduate degree in	without an undergraduate degree in computer science or a related field.
computer science or a related field.	computer science of a related field.
r r	Students who do not meet the minimum
Students who do not meet the minimum	university requirements may be
university requirements may be recommended as conditional or qualifying	recommended as conditional or qualifying students as per Graduate General
students as per Graduate General	Regulation (GGR) <u>1.3.8</u> or <u>1.3.9</u> .
Regulation (GGR) <u>1.3.8</u> or <u>1.3.9</u> .	
	For further information on conditional or
For further information on conditional or qualifying admission requirements, please	qualifying admission requirements, please contact the Program Coordinator.
contact the Program Coordinator.	contact the Program Coordinator.
	Program Requirements
Program Requirements	r regram requiremente
5 1	This program consists of course work, co-
This program consists of course work, co-	op, or graduate project for a minimum of
op, or graduate project, and a choice of	30 units.
specialization for a minimum of 30 units.	The program requires students to maintain
The program requires students to maintain	a minimum 3.0 CGPA throughout their
a minimum 3.0 CGPA throughout their	graduate career.
graduate career.	Chudonta complete ell of
Students complete all of	Students complete all of
	<u>CMPT 726 -</u> Machine Learning (3)
<u>CMPT 726 -</u> Machine Learning (3)	<u>CMPT 756 -</u> Distributed and Cloud
<u>CMPT 756 -</u> Distributed and Cloud Systems (3)	Systems (3) <u>CMPT 732 -</u> Programming for Big Data
	<u>1 (6)</u>
	<u>CMPT 733 -</u> Programming for Big Data
	2 (6)

and at least two of	and at least two of
<u>CMPT 713 – Natural Language</u>	<u>CMPT 713 – Natural Language</u>
Processing (3)	Processing (3)
<u>CMPT 741 -</u> Data Mining (3) *	$\overline{\text{CMPT 741}}$ - Data Mining (3)
<u>CMPT 757 -</u> Frontiers of Visual	<u>CMPT 757 -</u> Frontiers of Visual
Computing (3) **	Computing (3)
<u>CMPT 762 -</u> Computer Vision (3) **	<u>CMPT 762 -</u> Computer Vision (3)
<u>CMPT 764</u> - Geometric Modelling in	<u>CMPT 764 -</u> Geometric Modelling in
Computer Graphics (3) **	Computer Graphics (3)
<u>CMPT 766 -</u> Computer Animation and	<u>CMPT 766 -</u> Computer Animation and
Simulation (3) **	Simulation (3)
<u>CMPT 767 -</u> Visualization (3)	<u>CMPT 767 -</u> Visualization (3)
<u>CMPT 770 -</u> Parallel and Distributed	CMPT 770 - Parallel and Distributed
$\overline{\text{Computing}}(3) *$	Computing (3)
<u>CMPT 780 -</u> Computer Security and	<u>CMPT 780 -</u> Computer Security and
Ethics $(3)^{***}$	Ethics (3)
<u>CMPT 784 -</u> Cyber Risk Assessment and	<u>CMPT 784 -</u> Cyber Risk Assessment and
Management (3) ***	Management (3)
<u>CMPT 785 -</u> Secure Software Design (3) ***	<u>CMPT 785 -</u> Secure Software Design (3)
<u>CMPT 786 -</u> Cloud and Network	<u>CMPT 786 -</u> Cloud and Network
Security (3) ***	Security (3)
<u>CMPT 787 -</u> Ethical Hacking (3) ***	<u>CMPT 787 -</u> Ethical Hacking (3)
<u>CMPT 788 -</u> Information Privacy (6) ***	<u>CMPT 788 -</u> Information Privacy (6)
<u>CMPT 789 -</u> Applied Cryptography (3) ***	<u>CMPT 789 -</u> Applied Cryptography (3)
<u>CMPT 820 -</u> Multimedia Systems (3)	<u>CMPT 820 -</u> Multimedia Systems (3)
<u>CMPT 822 -</u> Computational Vision (3) **	<u>CMPT 822 -</u> Computational Vision (3)
IAT 814 - Visualization and Visual	IAT 814 - Visualization and Visual
Analytics (3)	Analytics (3)
<u>STAT 852 -</u> Modern Methods in Applied	STAT 852 - Modern Methods in Applied
Statistics (4)	Statistics (4)
and one of	and one of
<u>CMPT 727 -</u> Statistical Machine	<u>CMPT 727 -</u> Statistical Machine
Learning (3)	Learning (3)
<u>CMPT 728 -</u> Deep Learning (3)	<u>CMPT 728 -</u> Deep Learning (3)
<u>CMPT 729 -</u> Reinforcement Learning (3)	<u>CMPT 729 -</u> Reinforcement Learning (3)
<u>CMPT 763 -</u> Biomedical Computer	<u>CMPT 763 -</u> Biomedical Computer
Vision (3)	Vision (3)
<u>CMNS 815 -</u> Social Construction of	<u>CMNS 815 -</u> Social Construction of
Communication Technologies (5)	Communication Technologies (5)
<u>CMPT 829 -</u> Special Topics in	<u>CMPT 829 -</u> Special Topics in
Bioinformatics (3)	Bioinformatics (3)

<u>CMPT 886 -</u> Special Topics in Operating	<u>CMPT 886 -</u> Special Topics in Operating
Systems (3)	Systems (3)
<u>CMPT 889 -</u> Special Topics in	<u>CMPT 889 -</u> Special Topics in
Interdisciplinary Computing (3)	Interdisciplinary Computing (3)
<u>CMPT 980 -</u> Special Topics in Computing	<u>CMPT 980 -</u> Special Topics in Computing
Science (3)	Science (3)
<u>CMPT 981 -</u> Special Topics in Theoretical	<u>CMPT 981 -</u> Special Topics in Theoretical
Computing Science (3)	Computing Science (3)
<u>CMPT 982 -</u> Special Topics in Networks and	<u>CMPT 982 -</u> Special Topics in Networks and
Systems (3)	Systems (3)
<u>CMPT 983 -</u> Special Topics in Artificial	<u>CMPT 983 -</u> Special Topics in Artificial
Intelligence (3)	Intelligence (3)
<u>CMPT 984 -</u> Special Topics in Databases,	<u>CMPT 984 -</u> Special Topics in Databases,
Data Mining, Computational Biology (3)	Data Mining, Computational Biology (3)
<u>CMPT 985 -</u> Special Topics in Graphics, HCI,	<u>CMPT 985 -</u> Special Topics in Graphics, HCI,
Visualization, Vision, Multimedia (3) **	Visualization, Vision, Multimedia (3)
and a minimum of one co-op or graduate	and a minimum of one co-op or graduate
project	project
r -)	r -)
<u>CMPT 626 -</u> Graduate Co-op I (3)	<u>CMPT 626 -</u> Graduate Co-op I (3)
<u>CMPT 629 -</u> Graduate Project (3)	<u>CMPT 629 -</u> Graduate Project (3)
BIG DATA SPECIALIZATION	
Students complete all of the above	
requirements and both of	
<u>CMPT 732 - Programming for Big Data</u>	
1(6)	
<u>CMPT 733 -</u> Programming for Big Data	
2 (6)	
Or	
VISUAL COMPUTING SPECIALIZATION	
Students complete all of the above	
requirements and both of	
<u>CMPT 742 - Practices in Visual Computing</u>	
I (6)	
<u>CMPT 743 -</u> Practices in Visual Computing	
II (6)	

or

CYBERSECURITY SPECIALIZATION

Students complete all of the above requirements and both of

<u>CMPT 782 -</u> Cybersecurity Lab I (6) <u>CMPT 783 -</u> Cybersecurity Lab II (6)

* Recommended for students in the Big Data Specialization

** Recommended for students in the Visual Computing Specialization

*** Recommended for students in the Cybersecurity Specialization

Co-op

All students are required to apply for a coop. With assistance from the co-op coordinator for this program, students will be expected to find a suitable industry partner. Students may complete one or two terms of co-op. The latter option is in place to satisfy requests from our industrial partners for continuity and to carry out a large-scale project. Students are required to enroll in at least one of the program courses in the term following their co-op.

A co-op is an integral part of this program. However, it is offered on a competitive basis.

In the event that a student is unable to secure a co-op during the summer term, they will be required to go on academic break since no courses will be offered. The student will be able to apply for a co-op in the subsequent term or, if unsuccessful, will be required to undertake additional

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Program Length

Students are expected to complete the program requirements in four terms.

Academic Requirements within the Graduate General Regulations

All graduate students must satisfy the academic requirements that are specified in the <u>Graduate General Regulations</u>, as well as the specific requirements for the program in which they are enrolled.

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