

University of Southern California
VITERBI SCHOOL OF ENGINEERING

Master of Science in Computer Science (Multimedia and Creative Technologies)

Program Learning Objectives

The purpose of the USC Viterbi School of Engineering Master of Science in Computer Science (Multimedia and Creative Technologies) program is to prepare students for high level professional employment in any sector of computer science that incorporates graphics, vision, networks, and databases; or to pursue advanced graduate studies focusing on related problems in the field. Graduates might pursue computer science-related employment or advanced graduate study in diverse real-world domains including entertainment, energy, the environment, health, media, medicine, and transportation.

- Upon completion of the USC Master of Science in Computer Science (Multimedia and Creative Technologies) program, students will be able to demonstrate broad understanding of graphics and vision in computer science or networks and databases.
- Upon completion of the USC Master of Science in Computer Science (Multimedia and Creative Technologies) program, students will be able to apply critical principles and skills pertinent to MSCS (Multimedia and Creative Technologies) duties in their employment and professional practice.
- Upon completion of the USC Master of Science in Computer Science (Multimedia and Creative Technologies) program, students will be able to work in diverse global contexts and apply universally respectful and globally centric practices pertinent to MSCS (Multimedia and Creative Technologies) duties in international and domestic contexts.
- USC students enrolled in the Master of Science in Computer Science (Multimedia and Creative Technologies) program will demonstrate understanding of contemporary research questions, results, and areas of application relating to graphics, vision, networks, and databases in a computer science context.