Software Engineering Programs at the Polytechnic campus

Tim Lindquist
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Programs

• BS Software Engineering
  Face-2-face enrollment 250+,
  ASU online enrollment 300++

  • **Focus areas:** (1) Web and mobile,
    (2) Graphics/game development
    (3) Embedded systems

• MS Software Engineering (80)
  • **Core:** Algorithms, Languages, Software Enterprise
  • Optional specialization – see above
  • Thesis or culminating team-based project
Undergraduate Program Values

- **Project Spine** (three years) for core software engineering content

- **Increasing Project Relevance** thru the spine; eProject culminating experience

- **Design & Construction** throughout the program

- **Team-Rich Learning**
Faculty

• **Senior Lecturers**
  – Ajay Bansal, PhD CS University of Texas at Dallas; SE, PL, Auto Reason
  – Richard Whitehouse, MS U of Tenn; Mobile, HCI

• **Assistant Professors**
  – Ashish Amresh, PhD CS ASU; R-T rendering, video game dev
  – Ashraf Gaffar, PhD CS&SE Concordia University; SE, HCI
  – Arbi Ghazarian, PhD CS University of Toronto; SE, Reqts, Traceability
  – Srividya Bansal, PhD CS University of Texas at Dallas; SE, SOA, Sem Web
  – John Femiani, PhD CS ASU; 3D computer graphics
  – Sohum Sohoni, PhD Comp Eng Univ of Cinn, Comp Arch, cloud, caching

• **Associate Professor**
  – Kevin Gary, PhD CS ASU; SE, Web, enterprise comp

• **Professors**
  – Timothy Lindquist, PhD CS Iowa State; SE, mobile
  – Anshuman Razdan, PhD CS ASU; Visualization
Faculty Expertise and Research Areas

- Software Requirements Engineering and Traceability
- Semantic Web Services
- Mobile Computing
- Enterprise and Web-Based Applications
- Video Game Development
- Graphics and Visual Analytics
- Software Engineering Education and Assessment
- Computer Architecture and Embedded Systems
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