



BACHELOR OF SCIENCE IN
SOFTWARE
ENGINEERING

**CREATING TOMORROW'S LEADERS
IN SOFTWARE ENGINEERING. TODAY.**



**HANDS-ON SOFTWARE
ENGINEERING EXPERIENCE**

Work with real companies to develop and deploy new software before graduation



**IN-PERSON PROGRAM
BASED IN TEMECULA**

This is the only face-to-face software engineering program in the region



**COHORT-BASED
CLASSES**

Benefit from guaranteed classes and build a strong peer-to-peer network

CSUSM.EDU/EL/SE

760.750.4020 | EL.INQUIRY@CSUSM.EDU

APPLY TODAY!

BACHELOR OF SCIENCE IN SOFTWARE ENGINEERING IN-PERSON IN TEMECULA

The Bachelor of Science in Software Engineering is an in-person degree-completion program based in Temecula. It uniquely combines technical courses and real-world experience to ensure you are prepared for a lucrative career in the software engineering industry.

POTENTIAL CAREERS:

- Computer systems analyst
- Software engineer
- User interface designer
- Software testing engineer
- Video game designer
- Computer systems administrator
- Project/product manager
- Sales engineer

ATTEND AN ONLINE INFORMATION SESSION

Learn more about the program and admission processes

Ask questions in a live Q&A

Online info sessions held monthly

RSVP TODAY AT [CSUSM.EDU/EL/SE](https://csusm.edu/el/se)

PROGRAM DETAILS

COST PER UNIT: **\$499**

TOTAL UNITS: **51**

TOTAL COST: **\$25,449**

(Not Including Fees)

This Temecula-based, in-person program consists of 51 units and can be completed in four semesters. The program culminates with a project-based capstone where you will work with a real company to plan, develop, assess and deploy new software.

ADMISSION REQUIREMENTS

- Minimum 2.0 cumulative grade point average in all transferable units attempted
- Successful completion of a minimum of 60 transferable units
- Successful completion of prerequisite courses listed at csusm.edu/el/se



LEARN MORE AT
[CSUSM.EDU/EL/SE](https://csusm.edu/el/se)
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CSUSM | EXTENDED
LEARNING