Department of Computer Science

The mission of the Department of Computer Science is to provide excellence in teaching, research, and public service. The Department aims to foster an environment that supports scholarship; encourages innovative thinking, mutual respect and diversity; and promotes ethical behavior and life-long learning. Programs are designed to meet the educational, cultural, and social needs of a multi-cultural clientele that is primarily statewide and secondarily, national and international. Through a purposeful and creative program design that emphasizes both the theory of computing and its practice using current technologies, we are making learning a stimulating, enjoyable, and worthwhile experience to our students that lasts a lifetime.

The Computer Science program at Grambling State University is accredited by the Computing Accreditation Commission (CAC) of Accreditation Board for Engineering and Technology, Inc. (ABET), 111 Market Place, Suite 1050, Baltimore, MD 21202-4012 – telephone: 410-347-7700. The Computer Science Program was first accredited in 1997 by Computer Science Accreditation Commission (CSAC) of the Computing Sciences Accreditation Board, Inc. (CSAB).

The department of Computer Science has developed the following educational objectives and student outcomes for all graduates of our program.

Program Educational Objectives - Within a few years of graduation, graduates from the Computer Science Program at Grambling State University will be able to:

- Be prepared to pursue a productive career in any computer related field.
- Be prepared to pursue graduate studies in computer science and related areas.
- Embrace an understanding of the need for life–long learning and the need to continue professional development in the use of technology.
- Communicate effectively with their peers, customers, supervisors using both written and oral communication.
- Understand how to make rational decisions when faced with social, ethical, and legal issues inherent to the computing field.

Student Outcomes - By the time of graduation, our students must be able to:

- apply mathematical foundations, algorithmic principles, and computer science theory in the modeling and design of computer-based systems in a way that demonstrates comprehension of the tradeoffs involved in design choices
- analyze a problem and identify and define the computing requirements appropriate to its solution
- design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs

- apply design and development principles in the construction of software systems of varying complexity
- effectively work on a group/individual project
- understand professional, ethical, legal, security, and social issues and responsibilities
- communicate effectively with a range of audiences
- analyze the local and global impact of computing on individuals, organizations, and society
- recognize the need for and engage in continuing professional development
- use current techniques, skills, and tools necessary for computing practice

Contact Information

Dr. Y. B. Reddy, Program Coordinator
Department of Computer Science
College of Arts & Sciences
403 Main Street - Box 4257
Grambling, Louisiana 71245
Phone: (318) 274-4006
Fax: (318) 274-6238
Email: ybreddy@gram.edu