The software engineering major focuses study on the methodologies, processes, and tools necessary to design, develop, and maintain software as part of a multidisciplinary team. Software engineering majors learn new skills and master new technologies in order to successfully approach and engineer practical solutions to real-world problems. Large national and multinational technology and IT corporations express a strong and consistent demand for software engineering professionals to meet the computer software needs of today. Graduates are well suited to become global collaborators working on culturally diverse software engineering teams, designing and building complex and high-quality software systems.

College of Arts and Sciences – Software Engineering

Points of Pride

- All computer science major classes are taught by dedicated faculty, not graduate assistants, and are offered in small class sizes.
- The BGSU Software Engineering program prepares students for high paying, in-demand jobs by delivering continuously evolving curriculum in a student-centered learning environment, with a multi-layer advising structure.
- The degree programs offer hands-on learning experience such as co-ops, internships, research projects, and service learning opportunities.
- The Association for Computing Machinery (ACM) and Women in Computing student organizations provide personal and professional development and networking opportunities for students.

A Public University for the Public Good

The Department of Computer Science contributes to the public good by providing traditional and non-traditional students unique educational experiences for lifelong learning and career growth in high-demand domains; producing techniques that impact daily life via cutting-edge research; and promoting diversity and inclusion among students, faculty and the community.