The Department of Computer Science is home to myriad research areas and world renowned faculty. Our faculty work in artificial intelligence (AI) and machine learning, augmented and virtual reality, bioinformatics and computational biology, data science, computer vision and graphics, human computer interaction (HCI), theory of computing, and many more. For a more detailed list, please visit our research page at http://www.cs.umd.edu/research/.

**Programs**

**Major**
- Computer Science Major (https://academiccatalog.umd.edu/undergraduate/colleges-schools/computer-mathematical-natural-sciences/computer-science/computer-science-major/)
- Immersive Media Design Major (CMSC) (https://academiccatalog.umd.edu/undergraduate/colleges-schools/computer-mathematical-natural-sciences/computer-science/immersive-media-design-major/)

**Minor**
- Computer Science Minor (https://academiccatalog.umd.edu/undergraduate/colleges-schools/computer-mathematical-natural-sciences/computer-science/computer-science-minor/)

**Advising**

All CS majors must attend an advising session each semester prior to registering for classes. Additional advising information is available at http://undergrad.cs.umd.edu/academic-advising (http://undergrad.cs.umd.edu/academic-advising/).

**Opportunities**

**Honors Program**

Students looking for opportunities to enhance their computer science education are encouraged to participate in the Computer Science Undergraduate Honors Program. The program is open to students in the CS major who have earned a GPA of 3.5 in computer science courses and a GPA of 3.25 in overall coursework. Some of the benefits of the program include the following:

1. learning how to conduct research,
2. working closely with faculty members, and
3. increasing preparedness for graduate school.

For more information about the honors program, please visit the CS Honors website: https://undergrad.cs.umd.edu/departmental-honors/