

학년	교과구분	1학기			2학기		
		교과목번호	교과목명(영문명)	학점체계	교과목번호	교과목명(영문명)	학점체계
1	교양	CLTR0211	수학 I(Calculus I) 점성인핵심(자연과학)	3-3-0	CLTR0003	실용화법(Practical Narrative) 점성인핵심(인문사회) 인문교양	3-3-0
		CLTR0266	SW 사고기법 (Software Computational Thinking) 점성인기초(소프트웨어)	3-2-2	CLTR0205	대학글쓰기(Basic Writing) 점성인기초(글쓰기) 인문교양	3-3-0
	전공	COMP0204	프로그래밍기초(Programming for Beginners) 전공필수	6-4-4	COME0331	자료구조(Data Structure) 전공필수	3-3-0
		COME0301	이산수학(Discrete Mathematics)	3-3-0	COMP0216	자료구조응용(Data Structure Applications)	3-2-2
		ITECO201	컴퓨터학개론 (Introduction to Computer Science and Engineering)	3-3-0	COMP0453	컴퓨팅사고와 SW코딩 (Computational Thinking and SW coding)	3-2-2
					GLSO0213	창의융합설계(Creative Convergence Design)	3-2-2
2	교양	CLTR0086	기업가정신과 벤처창업 (Entrepreneurship and Venture Creation) 창업	3-3-0	CLTR0043	서양의 역사와 문화 점성인핵심(인문사회) 인문교양 (History and Culture of Western World)	3-3-0
		CLTR0689	미래산업과 직업선택 (Future Technology and Job Market)	3-3-0	CLTR0732	창업과 경영 (Foundation Management and Capstone Design) 창업	3-3-0
	전공	GLSO0216	알고리즘실습(Algorithm Practice) 전공필수	3-2-2	COMP0312	운영체제(Operating Systems) 전공필수	3-3-0
		COME0311	확률및통계(Probability & Statistics)	3-3-0	COMP0224	소프트웨어설계(Software Design)	3-3-0
		COMP0217	자바프로그래밍(Java Programming)	3-2-2	COMP0323	데이터통신(Data Communications)	3-3-0
		COMP0411	컴퓨터구조(Computer Architectures)	3-3-0	COMP0324	인공지능(Artificial Intelligence)	3-3-0
		ELECO462	시스템프로그래밍(System Programming)	3-2-2	GLSO0212	소프트웨어수학(Software Computational Thinking)	3-3-0
		GLSO0214	SW진로설계(SW Career Planning)	3-3-0			
3	교양	CLTR0779	나의 첫 사업제안서 (My First Business Proposal) 창업	3-3-0	CLTR0089	회계와 사회생활 (Introduction to Accounting) 점성인핵심(인문사회) 창업	3-3-0
		COMP0432	소프트웨어 특강(Topics in Software)	2-2-0	COMP0322	데이터베이스(Database Management Systems)	3-2-2
	전공	EECS0312	네트워크프로그래밍(Network Programming)	3-2-2	COMP0328	모바일앱프로그래밍1(Mobile App Programming 1)	3-2-2
		GLSO0219	SW공학및테스팅(SW Engineering and Testing)	3-3-0	COMP0414	컴퓨터망(Computer Networks)	3-3-0
		ITECO415	고급문제해결(Advanced Problem Solving)	3-2-2	COMP0460	문제해결기반 공학연수실습(컴퓨터학) (Problem-based Engineering Training Experiment...)	2-1-2
		ITECO419	데이터과학기초(Introduction to Data Science)	3-3-0	ITECO417	기계학습개론(Introduction to Machine Learning)	3-3-0
4	교양	CLTR0761	창조성개발과 혁신창업 (Creativity Development and Innovation) 창업	3-3-0	CLTR0790	알기쉬운 창업마케팅과 스피치 (Startup Marketing and Speech Skill) 창업	3-3-0
		COMP0321	컴파일러(Compiler)	3-3-0	CAIB0211	자연어처리개론 (Introduction to Natural Language Processing)	3-3-0
	전공	COMP0413	컴퓨터그래픽스(Computer Graphics)	3-3-0	COME0368	정보보호론(Theory of Information Security)	3-3-0
		COMP0420	모바일앱프로그래밍2(Mobile App Programming 2)	3-2-2	COMP0423	프로그래밍언어론(Programming Languages)	3-3-0
		COMP0462	데이터마이닝이론및응용 (Datamining Theory and Applications)	3-3-0	COMP0428	IT기술경영개론 (Introduction to Management of IT Technology) 창업	3-3-0
		COMP0461	문제해결기반 공학연수실습(심화컴퓨터학) (Problem-based Engineering Training Experiment...)	2-1-2	COMP0436	증강현실(Augmented Reality)	3-3-0
		GLSO0215	오픈소스프로그래밍(Open Source Programming)	3-2-2	COMP0455	지능HCI(Intelligent Human-Computer Interface)	3-3-0
		GLSO0223	스타트업설계(Start-up Design) 창업	3-3-0	COMP0457	의료인공지능(Medical AI)	3-3-0
		GLSO0224	사물인터넷(Internet of Things)	3-3-0	GLSO0227	클라우드컴퓨팅(Cloud Computing)	3-3-0
		ITECO401	종합설계프로젝트1(Capstone Design Project 1)	4-3-2	GLSO0229	SW창업프로젝트(Software Start-up Project) 창업	3-2-2
		ITECO403	IT지식재산권(Intellectual Property Right for IT) 창업	3-3-0	ITECO402	종합설계프로젝트2(Capstone Design Project 2)	4-3-2
		ITECO416	고급웹프로그래밍(Advanced Web Programming)	3-2-2	ITECO418	대규모병렬컴퓨팅(Massively Parallel Computing)	3-3-0
		MBIO0402	생물정보학개론(Introduction to Bioinformatics)	3-3-0	ITECO424	컴퓨터비전(Computer Vision)	3-3-0
		MOBI0224	딥러닝(Deep Learning)	3-3-0	ITECO425	컴퓨터게임제작(Computer Game Manufacturing)	3-3-0