Experiential Learning for Graduate Students
Student Guide for MS in Computer Science

Experiential Learning for Graduate Students is an academic offering that enables eligible graduate students to participate in experiential learning opportunities related to their program of study. This guide is intended to help you select an appropriate position *likely* to receive approval but does not replace the formal Experiential Learning application process.

Students in the MS in Computer Science program may perform typical functions as listed below. The positions and associated duties can range from entry-level to senior-level.

1. Designing, implementing, analyzing, managing and supporting computing systems according to software plans and requirements (software development, mobile app development, web development, cloud application development, database systems design and implementation, data engineering, etc.)

2. Planning software project processes and products, analyzing problems and design trade-offs and making design decisions to address stakeholder needs (project manager, software development team lead, software system analyst, software system analyst architect, software system coordinator, etc.)

3. Monitoring, controlling, verifying, validating and communicating software development progress relative to plans and requirements (software testing, quality assurance, UX engineer, etc.)

Sample position title search terms
- Software developer
- Software engineer
- Software system analyst
- Software system architect
- Data engineer

Note: This is only a sample list and does not include every possible, acceptable position function for your program of study and/or chosen specialization within computer science. Position titles alone do not represent position duties.

Please consult your Program Chair with any questions about position descriptions or duties as it relates to your program of study.