2017-2018 Fall Semester Announcement Regarding Enrollments

1) Please read the explanations about the elective and the General Education Courses (GEC) at the end of the URL http://ce.ieu.edu.tr/en/curr very carefully.

2) (**FOR CE STUDENTS ONLY!**) For ELEC 004 in the Fall semester of the 3rd year, only one of SE 302-Principles of Software Engineering, SE 311-Software Architecture, SE 315-Software Project Management, SE 344-Software Testing, SE460-Software Measurement, or SE 470-Software Maintenance will qualify.

3) For ELEC 007 in the Spring of the 4th year, only one of SE 366-Numerical Analysis, CE 485-Linear and Integer Programming, or MATH 485-Data Analysis will qualify.

4) All students including those in the Computer Games and Web Engineering are required to take both ELEC 004 and ELEC 007.

5) You are strongly suggested to coordinate the elective and the pool courses you take with your advisors.

6) Second Foreign Languages (SFL) are no longer mandatory in the third and fourth years. You can still go with the usual SFL courses or else choose technical or non-technical elective courses instead. Therefore, you can take any one course freely for each of ELEC 001, ELEC 002, ELEC 008 (newly added in the FALL of 3rd year), and ELEC 009 (newly added in the SPRING of the 4th year).

7) We have a new qualification program for those students interested in Machine Learning, which is to be offered in the form of a specialty track. In order to earn it, students must take all three compulsory ML courses along with at least one course from the list of ML electives given below:

Compulsory ML courses (all required): 1) CE 395-Special Topics in Machine Learning, 2) CE 344-Advanced Machine Learning, 3) CE 455-Deep Neural Networks.

Elective ML courses (at least 1 required): MATH 485-Exploratory Data Analysis, CE 490-Digital Image Processing, CE 462-Introduction to Sparse Representations, SE 420-Artificial Intelligence and Expert Systems, SE 354-Artificial Intelligence in Computer Games, CE 322-Pattern Recognition, CE 466-Computer Vision, CE 477-Data Science.

8) Computer Games Option program has been updated to be a specialty track. Within the new program nine or more game courses are offered each year and students can take any six of them and complete their senior projects (CE/SE 497 - CE/SE 498) in a game related topic to complete the program successfully. There is no need to wait to be a third year student to start the program anymore, students can start taking game courses starting from their first year in the university. Students are advised to use ELEC01, ELEC02, ELEC08, and ELEC09 free elective courses in addition to their technical electives to

complete the computer games specialty track. The list of courses and suggested prerequisites are given below:

- SE 313 Computer Graphics (suggested enrolment in 3rd year)
- SE 320 Introduction to Game Development (programming knowledge required, suggested enrollment in 2nd year or after)
- SE 330 Advanced Game Development (suggested to enroll after completing SE 320)
- SE 354 Artificial Intelligence in Computer Games (suggested enrollment in 3rd year, and after taking SE 320)
- SE 352 Network Programming in Computer Games (suggested enrollment in 3rd year or after, and after taking SE 320)
- SE 431 3D Modeling in Computer Games (no programming required, can be taken starting first year)
- SE 432 3D Animation in Computer Games (no programming required, can be taken starting first year)
- SE 350 Game Design (no programming required, can be taken starting first year)
- SE 3XX Mobile Game Development (suggested enrollment after taking SE 320)