

**Bachelor of Computing (Artificial Intelligence)
with Minor in Innovation & Design**

Cohort AY2026/2027

Course Requirements	Units
Common Curriculum	
CS1101S Programming Methodology ¹	4
ES2660 Communicating in the Information Age ¹	4
GE: Data Literacy	4
GE: Communities and Engagement ²	4
GE: Cultures and Connections ²	4
GE: Singapore Studies ²	4
IS1108 Digital and AI Ethics	4
Interdisciplinary Courses ³	8
Elective 1 for Minor ³ (double-counted as Cross-disciplinary Course)	4
Sub-total for Common Curriculum	40
Programme Requirements	
CS1231S Discrete Structures	4
CS2030S Programming Methodology II	4
CS2040S Data Structures and Algorithms	4
CS2101 Effective Communication for Computing Professionals ⁴	4
CS2103T Software Engineering ⁴	4
CS2109S Introduction to AI and Machine Learning	4
CS2251 Optimization for Machine Learning	4
CS3230 Design and Analysis of Algorithms	4
CS3263 Foundations of Artificial Intelligence	4
CS3264 Foundations of Machine Learning	4
CS3268 Responsible AI: from Algorithms to Impact	4
CS4243 Computer Vision and Pattern Recognition or CS4248 Natural Language Processing	4
MA1521 Calculus for Computing	4
MA1522 Linear Algebra for Computing	4
ST2334 Probability and Statistics	4
Artificial Intelligence Breadth and Depth courses ⁵	20
Sub-total for Programme Requirements	80
Unrestricted Electives	
CDE3301 Ideas to Proof-of-Concept (over 2 consecutive semesters) ³	12
Elective 2 for Minor ³	4
Other unrestricted electives	24
Sub-total for Unrestricted Electives	40
Total	160

NUS Innovation & Design Programme
College of Design and Engineering

Notes:

- ¹ Digital Literacy and Critique and Expression pillars are satisfied by CS1101S and ES2660, respectively.
- ² Students may read equivalent courses in NUS College (NUSC), University Town College Programme (UTCP), and Ridge View Residential Programme (RVRC).
- ³ Students in this Minor are highly recommended to read DTK1234 Design Thinking or EG1311 Design and Make as an Interdisciplinary Course if they are planning to read CDE2300 Product Design and Innovation or CDE2310 Fundamentals of Systems Design, respectively. DTK1234 should be read before CDE2300 and EG1311 before CDE2310.

Students should clear at least one elective course from List I prior to CDE3301. Students in competition teams may enrol in CDE3301C Complex Systems Design: From Mission to Prototype in Semester 3 to Semester 4 (Year 2) or Semester 5 to Semester 6 (Year 3).

- ⁴ CS2101 and CS2103T must be taken in the same semester as a twinned pair.
- ⁵ Students are required to satisfy at least 6 units of Industrial Experience Requirement. Those with GPA of 4.00 or higher may opt to replace Industry Experience Requirement with CP4101 B.Comp. Dissertation.

Sample study plan

(for students who opt for vacation internship and may want to upgrade to a Second Major)

Semester 1	Units	Semester 2	Units
MA1521 Calculus for Computing	4	MA1522 Linear Algebra for Computing	4
CS1101S Programming Methodology	4	CS2030S Programming Methodology II	4
CS1231S Discrete Structures	4	CS2040S Data Structures and Algorithms	4
IS1108 Digital and AI Ethics	4	GE	4
Interdisciplinary Course 1 *	4	Elective 1 for Minor *	4
Sub-total	20	Sub-total	20

Semester 3	Units	Semester 4	Units
CS2101 Effective Communication for Computing Professionals	4	CS3263 Foundations of Artificial Intelligence	4
CS2103T Software Engineering	4	CS3264 Foundations of Machine Learning	4
CS2109S Introduction to AI and Machine Learning	4	ES2660 Communicating in the Information Age	4
ST2334 Probability and Statistics	4	GE	4
Elective 2 for Minor	4	CDE3301 Ideas to Proof-of-Concept	6
Sub-total	20	Sub-total	22

Summer vacation between Semesters 4 and 5	Units
CP3200 Internship	6
Sub-total	6

Semester 5	Units	Semester 6 – can be used for SEP	Units
CDE3301 Ideas to Proof-of-Concept	6	CS4243 Computer Vision and Pattern Recognition or CS4248 Natural Language Processing	4
CS2251 Optimization for Machine Learning	4	Interdisciplinary Course 2	4
CS3230 Design and Analysis of Algorithms	4	UE	4
GE	4	UE	4
GE	4	UE	4
Sub-total	22	Sub-total	20

Semester 7	Units	Semester 8	Units
CS3268 Responsible AI: from Algorithms to Impact	4	AI Breadth / Depth course 3	4
AI Breadth / Depth course 1	4	AI Breadth / Depth course 4	2
AI Breadth / Depth course 2	4	UE	4
UE	4	UE	4
Sub-total	16	Sub-total	14

* Students are highly recommended to read DTK1234 Design Thinking or EG1311 Design and Make as an Interdisciplinary Course if they are planning to read CDE2300 Product Design and Innovation or CDE2310 Fundamentals of Systems Design as Elective 1 for the Minor (which can be double-counted as Cross-disciplinary Course).

Sample study plan

(for students who opt for full-semester internship and may want to upgrade to a Second Major)

Semester 1	Units	Semester 2	Units
MA1521 Calculus for Computing	4	MA1522 Linear Algebra for Computing	4
CS1101S Programming Methodology	4	CS2030S Programming Methodology II	4
CS1231S Discrete Structures	4	CS2040S Data Structures and Algorithms	4
IS1108 Digital and AI Ethics	4	GE	4
Interdisciplinary Course 1 *	4	Elective 1 for Minor *	4
Sub-total	20	Sub-total	20

Semester 3	Units	Semester 4	Units
CS2101 Effective Communication for Computing Professionals	4	CS3263 Foundations of Artificial Intelligence	4
CS2103T Software Engineering	4	CS3264 Foundations of Machine Learning	4
CS2109S Introduction to AI and Machine Learning	4	ES2660 Communicating in the Information Age	4
ST2334 Probability and Statistics	4	GE	4
Elective 2 for Minor	4	CDE3301 Ideas to Proof-of-Concept	6
Sub-total	20	Sub-total	22

Semester 5	Units	Semester 6	Units
CDE3301 Ideas to Proof-of-Concept	6	CP3880 Advanced Technology Attachment Programme ^	12
CS2251 Optimization for Machine Learning	4		
CS3230 Design and Analysis of Algorithms	4		
GE	4		
GE	4		
Sub-total	22	Sub-total	12

Semester 7	Units	Semester 8	Units
CS3268 Responsible AI: from Algorithms to Impact	4	AI Breadth / Depth course 1	4
CS4243 Computer Vision and Pattern Recognition or CS4248 Natural Language Processing	4	AI Breadth / Depth course 2	4
Interdisciplinary Course 2	4	UE	4
UE	4	UE	4
UE	4	UE	4
UE	4		
Sub-total	24	Sub-total	20

* Students are highly recommended to read DTK1234 Design Thinking or EG1311 Design and Make as an Interdisciplinary Course if they are planning to read CDE2300 Product Design and Innovation or CDE2310 Fundamentals of Systems Design as Elective 1 for the Minor (which can be double-counted as Cross-disciplinary Course).

^ Students with GPA of 4.00 or higher may opt to replace CP3880 with CP4101 in their final year.

Sample study plan

(for students who opt for vacation internship and not planning to upgrade to a Second Major)

Semester 1	Units	Semester 2	Units
MA1521 Calculus for Computing	4	MA1522 Linear Algebra for Computing	4
CS1101S Programming Methodology	4	CS2030S Programming Methodology II	4
CS1231S Discrete Structures	4	CS2040S Data Structures and Algorithms	4
IS1108 Digital and AI Ethics	4	GE	4
GE	4	GE	4
Sub-total	20	Sub-total	20

Semester 3	Units	Semester 4	Units
CS2101 Effective Communication for Computing Professionals	4	CS3263 Foundations of Artificial Intelligence	4
CS2103T Software Engineering	4	CS3264 Foundations of Machine Learning	4
CS2109S Introduction to AI and Machine Learning	4	ES2660 Communicating in the Information Age	4
ST2334 Probability and Statistics	4	GE	4
Interdisciplinary Course 1 *	4	Elective 1 for Minor *	4
Sub-total	20	Sub-total	20

Summer vacation between Semesters 4 and 5	Units
CP3200 Internship	6
Sub-total	6

Semester 5 – can be used for SEP	Units	Semester 6	Units
Elective 2 for Minor	4	CDE3301 Ideas to Proof-of-Concept	6
CS2251 Optimization for Machine Learning	4	CS4243 Computer Vision and Pattern Recognition or CS4248 Natural Language Processing	4
CS3230 Design and Analysis of Algorithms	4	UE	4
Interdisciplinary Course 2	4	UE	4
UE	4		
Sub-total	20	Sub-total	18

Semester 7	Units	Semester 8	Units
CDE3301 Ideas to Proof-of-Concept	6	AI Breadth / Depth course 3	4
CS3268 Responsible AI: from Algorithms to Impact	4	AI Breadth / Depth course 4	2
AI Breadth / Depth course 1	4	UE	4
AI Breadth / Depth course 2	4	UE	4
		UE	4
Sub-total	18	Sub-total	18

* Students are highly recommended to read DTK1234 Design Thinking or EG1311 Design and Make as an Interdisciplinary Course if they are planning to read CDE2300 Product Design and Innovation or CDE2310 Fundamentals of Systems Design as Elective 1 for the Minor (which can be double-counted as Cross-disciplinary Course).

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CS1231S Discrete Structures	4	CS2040S Data Structures and Algorithms	4
IS1108 Digital and AI Ethics	4	GE	4
GE	4	GE	4
Sub-total	20	Sub-total	20

Semester 3	Units	Semester 4	Units
CS2101 Effective Communication for Computing Professionals	4	CS3263 Foundations of Artificial Intelligence	4
CS2103T Software Engineering	4	CS3264 Foundations of Machine Learning	4
CS2109S Introduction to AI and Machine Learning	4	ES2660 Communicating in the Information Age	4
ST2334 Probability and Statistics	4	GE	4
Interdisciplinary Course 1 *	4	Elective 1 for Minor *	4
		Elective 2 for Minor	4
Sub-total	20	Sub-total	24

Semester 5	Units	Semester 6	Units
CP3880 Advanced Technology Attachment Programme ^	12	CDE3301 Ideas to Proof-of-Concept	6
		CS4243 Computer Vision and Pattern Recognition or CS4248 Natural Language Processing	4
		Interdisciplinary Course 2	4
		UE	4
		UE	4
Sub-total	12	Sub-total	22

Semester 7	Units	Semester 8	Units
CDE3301 Ideas to Proof-of-Concept	6	AI Breadth / Depth course 1	4
CS2251 Optimization for Machine Learning	4	AI Breadth / Depth course 2	4
CS3230 Design and Analysis of Algorithms	4	UE	4
CS3268 Responsible AI: from Algorithms to Impact	4	UE	4
UE	4	UE	4
Sub-total	22	Sub-total	20

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