

# SCHOOL OF COMPUTING GRADUATE PROGRAMS

Starting with pioneering work in computer graphics, computer architecture and digital audio, the School of Computing has consistently expanded its scope during the subsequent 40+ years to include diverse research areas. The School's faculty members are active researchers who use their research knowledge in the classroom to prepare students for the computing challenges of tomorrow.

We provide a solid foundation that allows students to be viable in this rapidly changing field, and we engage students in a special environment that promotes creativity and depth in a specific research discipline. This unique environment forges new research ideas and directions in computer science and multidisciplinary computing. Student financial support is available through fellowships, research and teaching assistantships and loans. Eligible students may also receive tuition waivers

## College of Engineering

With \$74.7 million in research awards, the College has tripled the amount of research funding generated by faculty in the last ten years. The number of tenure-track faculty has grown by 50%.

Launched in 2007, a state-funded initiative called USTAR (Utah Science Technology and Research) continues to emphasize technology innovation at the intersection of engineering and health sciences and offers state-of-the-art capabilities for interdisciplinary research in a new 208,000-square foot building.

The College is among the top 40 U.S. engineering schools in undergraduate and graduate degrees awarded, with an 84% increase in the annual number of graduates since 1999.

## University of Utah

For the second year in a row, the University of Utah was #1 in launching startup companies from university research. Since 2005, 41% of spin-off companies stemming from university research have been from the College of Engineering.

Nestled in the foothills of the spectacular Wasatch Mountains, University of Utah students enjoy convenient access to world-class ski resorts and breathtaking scenery at national parks and canyons.



## Research Areas in the School of Computing

Computer Graphics  
Computer Engineering  
Information Management  
VLSI  
Natural Language Processing and  
Machine Learning  
Program Analysis, Algorithms and  
Formal Methods  
Robotics  
Scientific Computing and Visualization  
Programming Languages  
Digital Media

