

# SE 442 : Social Networks for Software Engineers

Student will learn the fundamental interface, systems, and algorithms concepts in designing social software. The case-based syllabus will cover insights from both research and industry. As a student, the student will contribute to this burgeoning field through a quarter-long, team-based project. Students are required to enter the class with an initial project idea.

**Credits** 3

**Lab Hours** 0

**Lecture Hours** 3

**Tutoring Hours** 0

**Prerequisite Courses**

SE 324