

MS IN APPLIED ARTIFICIAL INTELLIGENCE (Full-Time On-Campus)

DEGREE PLAN



University of San Diego®

Program Start: Fall 2026

This degree plan is for students beginning the On-Campus MS in Applied Artificial Intelligence (MSAAI) program in the Fall 2026 term. This plan assumes that students will complete their degree in five consecutive semesters and do not take a leave of absence from their program. Taking a leave of absence will change the degree plan and delay the anticipated program completion.

Term	Course		Course Name	Units	Start Date	End Date
Fall 2026	AAI 550	Orientation	New Student Orientation	0	Upon Registration	08/28/2026
Fall 2026	AAI 500	Foundational	Applied Probability and Statistics for AI	3	09/01/2026	10/19/2026
Fall 2026	AAI 501	Foundational	Introduction to Artificial Intelligence and Machine Learning	3	10/20/2026	12/07/2026
Fall 2026	AAI 531	Core	Applied AI Ethics	3	10/20/2026	12/07/2026
Spring 2027	AAI 511	Core	Neural Networks and Deep Learning	3	01/05/2027	02/22/2027
Spring 2027	AAI 520	Core	Natural Language Processing and GenAI	3	01/05/2027	02/22/2027
Spring 2027	AAI 521	Core	Applied Computer Vision for AI	3	02/23/2027	04/12/2027
Spring 2027	AAI 510	Core	Agentic AI Systems	3	02/23/2027	04/12/2027
Fall 2027	AAI 530	Core	Large Language Model Engineering	3	08/31/2027	10/18/2027
Fall 2027	AAI 540	Final Core	Machine Learning Operations (MLOps)	3	08/31/2027	10/18/2027
Spring 2028	AAI 590	Capstone	Capstone Project	3	10/19/2027	12/06/2027

FALL 2026 IMPORTANT DATES

Registration Opens	06/29/2026
Registration Deadline	08/14/2026
Financial Aid Requirements Due	08/14/2026
Last Day to Drop Any Course with a Full Refund	08/31/2026
Payment Due Date	09/01/2026
Semester Begins	09/01/2026
First Course Start Date	09/01/2026
Last Day to Drop Any Course with 95% Refund/Drop Deadline	09/04/2026
First Course End Date	10/19/2026
Second Course Start Date	10/20/2026
Last Day to Withdraw from Course B	11/16/2026
Second Course End Date	12/07/2026
Semester Ends	12/07/2026

Revision Date: 08/04/26. Degree plans are subject to change.

