

# **B.S.C.J in Criminal Justice**

#### Overview

**Degree Requirements** 

### Description

The course of study leading to the B.S.C.J. degree offers students the opportunity to study law enforcement, corrections, or homeland security/emergency management and the administration of justice.

## **Minimum Total Credit Hours: 124**

#### Goals/Mission Statement

Our mission is to educate students in a learning environment conducive to excellence in meeting the complex challenges present in justice- related services. Our faculty's goal is to expand the knowledge base and to integrate cutting-edge information into the learning experiences of students. In addition, the Department of Legal Studies' mission is to extend service to our constituents to enhance learning, program development, and justice-related service in Mississippi, the region, and the nation.

#### **General Education Requirements**

See the General Education Core Curriculum for the School of Applied Sciences.

An additional 6 hours is required in the following related subjects: 6 hours of history.

#### **Course Requirements**

The B.S.C.J. degree requires 48 credit hours of criminal justice courses. The following 18 hours of course work are required of all criminal justice majors: CJ 100: Introduction to Criminal Justice (3 hours) CJ 300: Ethics in Legal Studies (3 hours) CJ 322: Criminal Justice Communications (3 hours) CJ 399: Social Justice and Community Service (3 hours) CJ 490: Criminal Justice Internship (3 hours) CJ 499: Colloquium in Criminal Justice (3 hours) The remaining 30 hours of major course work are taken under the student's chosen area of emphasis: Corrections, Homeland Security or Law Enforcement.

#### Other Academic Requirements

For majors in this field, a minimum grade of 2.5 must be maintained on all criminal justice course work.

All CJ majors must complete a minor selected by the student and approved by the student's academic advisor.

### **Specializations**

- Emphasis Corrections
- Emphasis Homeland Security
- Emphasis Law Enforcement

