Information Sciences Major

Area of Emphasis

Students must complete requirements in one of the following areas of emphasis:

- Data Science
- Game Studies
- Information Technology

Data Science

| Code | Title | Credits | |
|---|---|---------|--|
| Supporting Courses | | 24 | |
| COMM 133 | Fundamentals of Public Address | | |
| or COMM 237 | Small Group Communication | | |
| COMM 290 | Communication Problems and Research Methods | | |
| COMP SCI 201 | Introduction to Computing & Internet Technologies | | |
| COMP SCI 221 | Database Design & Management | | |
| COMP SCI 231 | Introduction to IT Operations | | |
| COMP SCI 256 | Introduction to Software Design | | |
| MATH 260 | Introductory Statistics | | |
| Upper-level Courses | | 27 | |
| COMM 308 | Information Technologies | | |
| COMP SCI 361 | Information Assurance and Security | | |
| COMP SCI 372 | Software Engineering | | |
| COMP SCI 451 | Database Systems and Big Data Processing | | |
| INFO SCI 302 | Introduction to Data Science | | |
| INFO SCI 410 | Analytics and Information Problems | | |
| INFO SCI 412 | Data Mining and Predictive Analytics | | |
| 2 Elective Courses - Six additional credits at the upper level in COMM, COMP SCI, or INFO SCI | | | |
| Total Credits | | 51 | |

Total Credits

Game Studies

| Code | Title | Credits |
|---------------------|---|---------|
| Supporting Courses | | 24 |
| COMP SCI 201 | Introduction to Computing & Internet Technologies | |
| COMP SCI 221 | Database Design & Management | |
| COMP SCI 231 | Introduction to IT Operations | |
| COMP SCI 256 | Introduction to Software Design | |
| COMM 133 | Fundamentals of Public Address | |
| or COMM 237 | Small Group Communication | |
| COMM 290 | Communication Problems and Research Methods | |
| MATH 260 | Introductory Statistics | |
| Upper-Level Courses | | 28 |
| COMM 308 | Information Technologies | |
| INFO SCI 341 | Survey of Gaming and Interactive Media | |
| INFO SCI 342 | Game Design | |
| COMP SCI 316 | Advanced Software Design | |
| COMP SCI 464 | Artificial Intelligence | |
| INFO SCI 443 | Game Development | |

3 Elective Courses - 9 additional credits at the upper level in COMM, COMP SCI or INFO SCI

Total Credits

Information Technology

| Code | Title | Credits | | |
|---|---|---------|--|--|
| Supporting Courses | | 24 | | |
| COMM 133 | Fundamentals of Public Address | | | |
| or COMM 237 | Small Group Communication | | | |
| COMM 290 | Communication Problems and Research Methods | | | |
| COMP SCI 201 | Introduction to Computing & Internet Technologies | | | |
| COMP SCI 221 | Database Design & Management | | | |
| COMP SCI 231 | Introduction to IT Operations | | | |
| COMP SCI 256 | Introduction to Software Design | | | |
| MATH 260 | Introductory Statistics | | | |
| Upper Level Courses | | 28 | | |
| COMM 308 | Information Technologies | | | |
| COMM 430 | Information, Media and Society | | | |
| COMP SCI 316 | Advanced Software Design | | | |
| COMP SCI 358 | Data Communication and Computer Networks | | | |
| COMP SCI 361 | Information Assurance and Security | | | |
| INFO SCI 302 | Introduction to Data Science | | | |
| INFO SCI 410 | Analytics and Information Problems | | | |
| 2 Elective Courses (choose 6 credits): | | | | |
| Six credits should be from upper-level courses in COMM, COMP SCI, or INFO SCI | | | | |
| Total Credits | | 52 | | |

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