51

Information Technology and Data Science 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 |
| 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 | | 27 |
| COMM 308 | Information and Communication 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 cr | redits at the upper level in COMM, COMP SCI, or INFO SCI | |

Game Studies

Total Credits

| Title | Credits |
|---|---|
| | 24 |
| Introduction to Computing & Internet Technologies | |
| Database Design & Management | |
| Introduction to IT Operations | |
| Introduction to Software Design | |
| Fundamentals of Public Address | |
| Small Group Communication | |
| Communication Problems and Research Methods | |
| Introductory Statistics | |
| | 28 |
| Introduction to Data Science | |
| Information and Communication Technologies | |
| Information, Media and Society | |
| Advanced Software Design | |
| Survey of Gaming and Interactive Media | |
| Game Design | |
| Game Development | |
| | Introduction to Computing & Internet Technologies Database Design & Management Introduction to IT Operations Introduction to Software Design Fundamentals of Public Address Small Group Communication Communication Problems and Research Methods Introductory Statistics Introduction to Data Science Information and Communication Technologies Information, Media and Society Advanced Software Design Survey of Gaming and Interactive Media Game Design |

2 Elective Courses - 6 additional credits at the upper level in COMM, COMP SCI or INFO SCI

Total Credits 52

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 and Communication 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): | | |
| O'considire about the force and a bout a consequence is COMMA COMP COLOR INFO COL | | |

Six credits should be from upper-level courses in COMM, COMP SCI, or INFO SCI

Total Credits 52