

# Information Sciences Major

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## 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   |
|---|---|-----------|
| <b>Supporting Courses</b>   |   | <b>24</b> |
| COMM 133<br>or COMM 237   | Fundamentals of Public Address<br>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                                     |           |
| <b>Upper-level Courses</b>  |   | <b>27</b> |
| 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 |   |           |
| <b>Total Credits</b>  |   | <b>51</b> |

## Game Studies

| Code                       | Title   | Credits   |
|----------------------------|---|-----------|
| <b>Supporting Courses</b>  |   | <b>24</b> |
| 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<br>or COMM 237    | Fundamentals of Public Address<br>Small Group Communication |           |
| COMM 290                   | Communication Problems and Research Methods                 |           |
| MATH 260                   | Introductory Statistics                                     |           |
| <b>Upper-Level Courses</b> |   | <b>28</b> |
| 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**

**52**

## Information Technology

| Code  | Title   | Credits   |
|---|---|-----------|
| <b>Supporting Courses</b>   |   | <b>24</b> |
| COMM 133<br>or COMM 237   | Fundamentals of Public Address<br>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                                     |           |
| <b>Upper Level Courses</b>  |   | <b>28</b> |
| 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                          |           |
| <b>2 Elective Courses (choose 6 credits):</b>                                 |   |           |
| Six credits should be from upper-level courses in COMM, COMP SCI, or INFO SCI |   |           |
| <b>Total Credits</b>  |   | <b>52</b> |