

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 | | 22 |
| 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 or COMM 237 | Fundamentals of Public Address 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 316 | Advanced Software Design | |
| COMP SCI 358 | Data Communication and Computer Networks | |
| 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 | | 49 |

Game Studies

| Code | Title | Credits |
|----------------------------|---|-----------|
| Supporting Courses | | 22 |
| 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 290 | Communication Problems and Research Methods | |
| MATH 260 | Introductory Statistics | |
| Choose one: | | |
| COMM 133 | Fundamentals of Public Address | |
| COMM 237 | Small Group Communication | |
| Upper-Level Courses | | 27 |
| INFO SCI 302 | Introduction to Data Science | |
| COMM 308 | Information and Communication Technologies | |
| COMM 430 | Information, Media and Society | |
| COMP SCI 316 | Advanced Software Design | |
| INFO SCI 341 | Survey of Gaming and Interactive Media | |
| INFO SCI 342 | Game Design | |
| INFO SCI 443 | Game Development | |

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

Total Credits**49****Information Technology**

| Code | Title | Credits |
|---|---|----------------|
| Supporting Courses | | |
| | | 22 |
| 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 | |
| Choose one: | | |
| COMM 133 | Fundamentals of Public Address | |
| COMM 237 | Small Group Communication | |
| Upper-Level Courses | | |
| | | 27 |
| 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): | | |
| Six credits should be from upper-level courses in COMM, COMP SCI, or INFO SCI | | |
| Total Credits | | 49 |