

College of Science-Integrated Science & Technology

Computer and Information Technology Core Requirements

<u>Course</u>	<u>Hrs.</u>	<u>Grade</u>	<u>Course</u>	<u>Hrs.</u>	<u>Grade</u>
IST 163 Programming C++	3	_____	IST 365 Database Mgt.	3	_____
IST 263 Web Programming	3	_____	MGT 320 or IST 350	3	_____
IST 264 Tech Foundations	3	_____			
IST 362 Network Protocols	3	_____			

Choose an Area of Emphasis/Specialization Below

Computer and Information Technology Major-Computer Application Development Area of Emphasis

IST236 – Data Structures	3	_____	IST334 – Programming Languages	3	_____
IST238 – Algorithms	3	_____	IST423 – GIS & Data Systems	3	_____
IST303 – C# .NET Programming	3	_____	IST430 – E-Commerce	3	_____
IST332 – Software Engineering I	3	_____	Technical Elective _____	3	_____
IST333 – Software Engineering II	3	_____			

Computer and Information Technology Major-Web Application Development Area of Emphasis [§]

IST236 – Data Structures	3	_____	ART214 – Introduction to Design	3	_____
IST332 – Software Engineering I	3	_____	ART219 – Computer Skills for Art	3	_____
IST333 – Software Engineering II	3	_____	ART312 – Graph Design: Studio Skills	3	_____
IST430 – E-Commerce	3	_____	ART453 – Elec. Media in Vis. Arts	3	_____
IST436 – Advanced Web Dev.	3	_____	ART454 – Design for Multimedia	3	_____
			ART (Any Course) _____	3	_____

Instead of Pursuing a Graphics Art minor, you may substitute the ART courses with:

IST423 – GIS & Data Systems	3	_____
IST363 – Network Administration	3	_____
IST466 – Database Programming	3	_____
Technical Elective _____	3	_____

Computer and Information Technology Major-Computer Forensics Area of Emphasis

CJ326 – Computer Crime	3	_____	IST463 – Digital Forensics Practicum	3	_____
IST447 – App. Digital Evidence & E-Disc	3	_____	CJ312 – Criminal Investigation	3	_____
IST448 – Forensic Uses/Digital Images	3	_____	IST464 – Network Sec & Cybercrime	3	_____
IST449 – Digital Forensics Investigation	3	_____	Technical Elective _____	3	_____
IST363 – Network Administration	3	_____			

Computer and Information Technology Major-Game Development Area of Emphasis

IST236 – Data Structures	3	_____	IST360 – Game Development I	3	_____
IST238 – Algorithms	3	_____	IST438 – Comp. Graphics for Gaming	3	_____
IST332 – Software Engineering I	3	_____	IST439 – Game Development II	3	_____
IST303 – .NET Programming	3	_____	IST460 – Game Development III	3	_____
			ARTxxx – 3D Animation (spTp currently)	3	_____

[§] Will require taking additional courses outside of those listed in the 4-year suggested plan to achieve the additional minor.