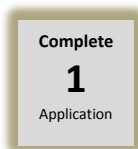
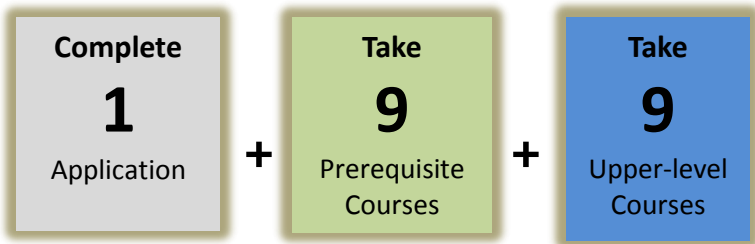
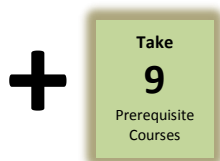


# Information Science

"Inspiring minds to solve complex information problems."



- Earn at least 2.5 GPA on first 30 credit hours
- Prepare a list of personal strengths/ improvement areas
- Craft a personal resume



- COMM 133 – Fundamentals of Public Address (F,S)
- COMM 205 – Elements of Media (F,S)
- COMM 290 – Communication Problems and Research Methods (F,S)
- COMP SCI 201 – Introduction to Computing and Internet Technology (F,S)



## Data Science

- IS 302 – Introduction to Data Science (F,S)
- IS 308 – Information Technologies (F,S)
- IS 361 – Information Assurance and Security (F)
- IS 410 – Advanced Information Problems (S)
- IS 411 – Statistical Techniques and Decision Modeling (S)
- IS 412 – Data Mining and Predictive Analytics (F)
- CS 316 – Advanced Software Design (F,S)
- CS 451 – Database Systems and Big Data Processing (S)
- Plus one elective\*

## Information Technology

- IS 308 – Information Technologies (F,S)
- IS 332 – Mobile Platform and Apps (F)
- IS 361 – Information Assurance and Security (F)
- IS 410 – Advanced Information Problems (S)
- IS 430 – Information, Media, and Society (F,S)
- CS 316 – Advanced Software Design (F,S)
- CS 358 – Data Communication and Computer Networks (S)
- CS 452 – Operating Systems Using Linux (S)
- Plus one elective\*



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UWGB  
IS GRADS



UW– Green Bay  
Information Science  
Department

- Write a rationale statement for selecting area of emphasis
- Complete the online application at the IS website:  
<http://www.uwgb.edu/infosci/>
- Gain acceptance from advisor

- COMP SCI 221 – Database Design and Management (F)
- COMP SCI 231 – Introduction to IT Operations (F)
- COMP SCI 240 – Discrete Mathematics (F,S)
- COMP SCI 256 – Introduction to Software Design (F,S)
- MATH 260 – Introductory Statistics (F,S)

## Game Studies

- IS 308 – Information Technologies (F,S)
- IS 332 – Mobile Platforms and Apps (F)
- IS 341 – Survey of Gaming and Interactive Media (F)
- IS 342 – Game Design (S)
- CS 316 – Advanced Software Design (F,S)
- CS 352 – Computer Graphics and Animation (F)
- CS 464 – Artificial Intelligence (F)
- CS 474 – Game Engines (S)
- Plus one elective\*

\*Elective Course: For all emphases, students must choose one elective course (3 credits), typically this is an internship/capstone, but any upper level course is sufficient. This course must be in COMM, COMP SCI, or INFO SCI.

F: Fall

S: Spring

