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*

☐ Complete 1 Application
☐ Take 9 Prerequisite Courses
☐ Take 9 Upper-level Courses

☐ 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