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| **Information Science: Academic Program Curriculum Map** |
| **Core Program Courses** | **Program Level Student Learning Outcomes** |
| PLO 1 | PLO 2 | PLO 3 | PLO 4 |
| INFO SCI 198First Year Seminar | ? | ? | ? | ? |
| INFO SCI 201Information, Computers and Society | **B** | **B** | **B** | **B** |
| INFO SCI 210Information Problems | **B** | **B** | **B** | **B** |
| INFO SCI 299Travel Course | ? | ? | ? | ? |
| INFO SCI 302Introduction to Data Science | **D** | **D** | **D** | **D** |
| INFO SCI 308Information Technologies | **D** | **D** | **D** | **D** |
| INFO SCI 332Mobile Platforms and Apps | **D** | **D** | **D** | **D** |
| INFO SCI 341Survey of Gaming and Interactive Media | **D** | **D** | **D** | **D** |
| INFO SCI 342Game Design | **D** | **D** | **D** | **D** |
| INFO SCI 361Introduction to Information Assurance & Security | **D** | **D** | **D** | **D** |
| INFO SCI 390Technical Writing | **D** | **D** | **D** | **P** |
| INFO SCI 410Advanced Information Problems | **P** | **P** | **P** | **P** |
| INFO SCI 411Statistical Techniques and Decision Modeling | **P** | **P** | **P** | **P** |
| INFO SCI 412Data Mining and Predictive Analytics | **P** | **P** | **P** | **P** |
| INFO SCI 430Information, Media and Society | **P** | **D** | **P** | **P** |
| INFO SCI 440Information and Computing Science Practicum | **P** | **P** | **P** | **P** |
| INFO SCI 478Honors in the Major | **P** | **P** | **P** | **P** |
| INFO SCI 497Internship | **P** | **P** | **P** | **P** |
| INFO SCI 498Independent Study | **P** | **P** | **P** | **P** |
| INFO SCI 499Travel Course |  |  |  |  |
| *Legend: Course supports the outcome at the (B) Beginner, (D) Developing, or (P) Proficient level* |

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| **Program Level Student Learning Outcomes** |
| PLO 1 | Graduates will be qualified for entry-level information-related positions in either the private or public sector or for graduate-level training in information science or related fields (e.g., communication, management of information systems). |
| PLO 2 | Students will show commitment to breadth and innovation as problem-solving strategies and incorporate the ethical dimension that is an inherent part of using technology and/or information; of particular note is the emphasis on audience analysis strategies and in the ethical dimension on issues relating to gender and ethnicity. |
| PLO 3 | Students will show at least an adequate command of various information skills: computer; visual; information search; interpersonal and written; packaging and presentation; evaluation for relevance, currency, accuracy, validity, source credibility, and limitations; and problem solving. |
| PLO 4 | Students will show knowledge of fundamental concepts in the following fields: communication; discrete mathematics; language structure; information processing; information/data storage, access, and retrieval; computer software design; management and organizational communication; information technologies; the information society, including issues of audience diversity; and information regulation and control. |