

Course Requirements by Emphasis

Data Science

Game Studies

- IS 302 Introduction to Data Science(F,S)
- IS 308 Information Technologies(F,S)
- IS 410 Analytics and Information Problems (S)
- IS 412 Data Mining and Predictive Analytics(F)
- CS 316 Advanced Software Design(F,S)
- CS/IS 361 Information Assurance and Security(F)
- CS 451 Database Systems and Big Data Processing(S)
- 2 Elective Courses*

Information Technology

- IS 302 Introduction to Data Science(F,S)
- IS 308 Information Technologies(F,S)
- IS 410 Analytics and 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/IS 361 Information Assurance and Security(F)
- 2 Elective Courses*

- IS 308 Information Technologies(F,S)
- IS 341 Survey of Gaming and Interactive Media(F)
- IS 342 Game Design(S)
- CS 316 Advanced Software Design (F,S)
- CS 464 Artificial Intelligence(F)
- CS 474 Game Engines (S)
- 3 Elective Courses*



Professional Expertise IS 200s

Build Your Skills IS 100s, 200s *Oral * Research * Written * Visual

"Inspiring minds to solve complex information problems."

Business Analyst
Community Manager
Composer Audio Engineer
Data Analyst
Data Scientist
Digital Media Manager
Editor
Engine Programmer
Game Animator
Game Artist - 2D
Game Artist - 3D
Game Journalist
Game Programmer
Game Writer
Head of Analysis
Health Analytics Engineer
IS Professional

*Elective Courses: For all emphases, students must choose 2 to 3 elective courses (3 credits), typically this is an internship/capstone, but any upper level course is sufficient. The course must be in COMM, COMP SCI or INFO SCI.

F: Fall; S: Spring

Information Science Graduate Careers

IT Manager IT Professional Marketing Analytics Engineer Predictive Analytics Engineer Programmer QA Tester QA Tester Software Engineer Software Engineer Sound Designer Sound Engineer System Analyst User-driven Researcher Web Analytics Engineer





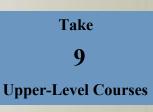
- **Complete Major Declaration Form** 0 at: https://www.uwgb.edu/information -sciences/declaring-a-major-orminor/
- Gain acceptance from Chair/Advisor 0
- Review acceptance letter



- COMM 133: Fundamentals of Public Address (Fall, Spring and Summer) or
- COMM 237: Small Group **Communication** (Fall and Spring)
- COMM 290: Communication Problems and Research Methods (Fall and Spring)
- COMP SCI 201: Introduction to **Computing and Internet Technology** (Fall, Spring and Summer)
- COMP SCI 221: Database Design and Management (Fall)
- COMP SCI 231: Introduction to IT **Operations** (Fall)
- COMP SCI 256: Intro to Software **Design** (Fall and Spring)
- MATH 260: Introductory Statistics (Fall and Spring)

• Game Studies

• Data Science



... in your area of emphasis:

Advisor: Dr. Bryan Carr

• Information Technology

Advisor: Dr. Phil Clampitt

Advisor: Dr. Katie Turkiewicz

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