UNIVERSITY of WISCONSIN
GREEN BAY

Information Science

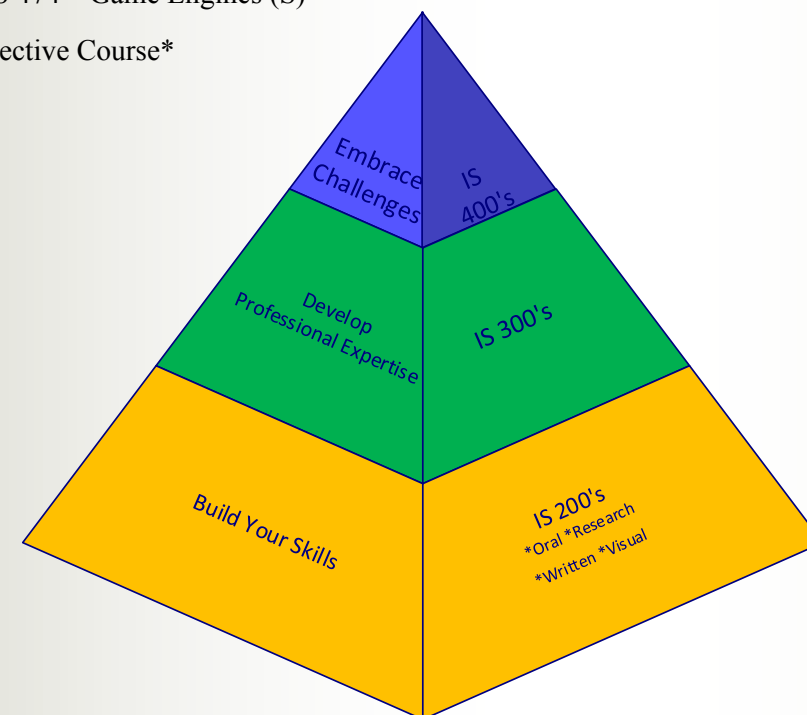## Course Requirements by Emphasis

Data Science

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

Information Technology

- ☐ IS 308 – Information Technologies (F,S)
- ☐ IS 332 - Mobile Platforms and Apps (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 361 – Information Assurance and Security (F)
- ☐ CS 452 – Operating Systems Using Linux (S)
- ☐ Elective Course*

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)
- ☐ Elective Course*

* 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. The course must be in COMM, COMP SCI or INFO SCI.

F: Fall; S: Spring;

Embrace Challenges — IS 400's

Develop Professional Expertise — IS 300's

Build Your Skills — IS 200's *Oral *Research *Written *Visual

Information Science Graduate Careers

Business Analyst	IT Manager
Community Manager	IT Professional
Composer Audio Engineer	Marketting Analytics Engineer
Data Analyst	Predictive Analytics Engineer
Data Scientist	Producer
Digital Media Manager	Programmer
Editor	QA Tester
Engine Programmer	Risk and Analytics Engineer
Game Animator	Software Engineer
Game Artist—2D	Sound Designer
Game Artist—3D	Sound Engineer
Game Journalist	System Analyst
Game Programmer	User-driven Researcher
Game Writer	Web Analytics Engineer
Head of Analysis	
Health Analytics Engineer	
IS Professional	

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UW– Green Bay Information Science Department

"Inspiring minds to solve complex information problems."

Information Science

1 — Application

- **Earn at least 2.5 GPA on first 30 credit hours**

- **Prepare a list of personal strengths/ improvement area**

- **Craft a personal resume**

- **Write a rationale statement for selecting area of emphasis**

- **Complete the online application at the Information Sciences website:** *http://www.uwgb.edu/infosci/*

- **Gain Acceptance from Chair/Advisor**

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9 — Courses

COMM 133 : Fundamentals of Public Address (Fall, Spring, and Summer)

COMM 205 : Elements of Media (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 240 : Discrete Mathematics (Fall and Spring)

COMP SCI 256 : Intro to Software Design (Fall and Spring)

MATH 260 : Introductory Statistics (Fall and Spring)

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9 — Courses

… in your area of emphasis:

- **Game Studies**

  Advisor: Dr. Bryan Carr

- **Information Technology**

  Advisor: Ben Geisler, M.S.

- **Data Science**

  Advisor: Dr. Katie Turkiewicz

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