



Information Science

Course Requirements by Emphasis

Data Science

- 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*

Game Studies

- 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*

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*

*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

- | | |
|---------------------------|-------------------------------|
| Business Analyst | IT Manager |
| Community Manager | IT Professional |
| Composer Audio Engineer | Marketing 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 | Data Detective |
| Health Analytics Engineer | |
| IS Professional | |



"Inspiring minds to solve complex information problems."



Information Science

Complete

1

E-Form

Take

7

Prerequisite Core Courses

Take

9

Upper-Level Courses

- Complete Major Declaration Form at:
<https://www.uwgb.edu/information-sciences/declaring-a-major-or-minor/>
- Gain acceptance from Chair/Advisor
- 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)

... in your area of emphasis:

- **Game Studies**
Advisor: Dr. Bryan Carr
- **Information Technology**
Advisor: Dr. Phil Clampitt
- **Data Science**
Advisor: Dr. Katie Turkiewicz

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