APPLIED COMPUTING AND INFORMATICS MINOR

Applied Computing and Informatics Minor Requirements

The objective of the Applied Computing and Informatics minor is to provide students with a substantive qualification in information technology to augment their respective major and allow them to be even more innovative as to the application of Applied Computing and Informatics to their learning and career choices.

The Applied Computing and Informatics minor will serve all students that have a desire to pursue their academic major and wish to supplement it with an innovative approach of Applied Computing and Informatics to that major.

A minor may be earned by completing the following 18 hours:

Code	Title	Credits
All of the following		**9**
ACMP 1200	HUMAN-CENTERED COMPUTING (**)	
CIST 1400	INTRODUCTION TO COMPUTER SCIENCE I	
or CIST 1600	INTRODUCTION TO PROGRAMMING USING PRACTICAL SCRIPTING	
ACMP 3220	CREATIVITY AND INNOVATION	
Select 9 hours of 3000 level or above from the following		**9**
CIST 3110	INFORMATION TECHNOLOGY ETHICS (**)	
ACMP 3330	DESIGN METHODS AND PROTOTYPING	
ART 3140	COMPUTER-GENERATED IMAGERY (CGI) I: INTERACTIVE 3D VIRTUAL SPACES	
ART 3150	VIDEO ART	
ART 3160	GAME DESIGN AS ART	
ART 3170	DIGITAL GAME DESIGN	
ART 4180	ADVANCED DIGITAL GAME DESIGN	
ACMP 4260	USER EXPERIENCE DESIGN	
ISQA 3310	MANAGING THE DATABASE ENVIRONMENT	
ISQA 3400	INFORMATION TECHNOLOGY INFRASTRUCTURE	
or CSCI 3550	COMMUNICATION NETWORKS	
ISQA 3520	GRAPHICAL USER INTERFACE DESIGN	
ENTR 3710	ENTREPRENEURIAL FOUNDATIONS	
MUS 3170	EXPLORING MUSIC TECHNOLOGY	
MUS 4200	AUDIO RECORDING TECHNIQUES I	
MUS 4210	AUDIO RECORDING TECHNIQUES II	

We encourage Applied Computing and Informatics students to think broadly. The courses listed above are recommendations for completing the minor; other courses tailored to your individual program of study can be approved with permission of the ACMP Program Committee.