Lower Division Coursework (CSUCI or Community College)

Students entering this program are expected to have completed an associate's degree (or equivalent) in a technology area, including:
1. Elementary Statistics
2. Semester I of Laboratory Science (Physics, Chemistry, or Biology).
3. First course in Programming with High-Level Language (C, C++, Java, etc.).
4. First course in Computer Architecture and Assembly Language.
5. CSU GE Certification or courses fulfilling the CI lower division general education requirements.
6. A minimum of 10 units of lower division coursework in a technology area (computer technology, electronics technology, manufacturing technology, engineering, computer science, etc.).

Total 60 Lower Division Units

Mathematics and Science Requirements

MATH 301 Discrete Mathematics for IT
Lab Science II (Physics, Chemistry or Biology)

Total 7 Units

Upper Division Coursework (CSUCI)

Mathematics and Science Requirements 7
Core Courses 26
Upper Division Interdisciplinary GE 9
Upper Division Electives 15
Capstone 4

Total 61 Upper Division Units

Upper Division Interdisciplinary GE

Total 7 Units

Core Courses

COMP 151 Data Structures and Program Design
COMP 262 Computer Organization and Architecture
COMP 362 Operating Systems
COMP 420 Database Theory and Design
IT 280 Web Programming
IT 429 Computer Networks for IT
MIS 310 Management Information Systems
MGT 307 Management of Organizations

Total 26 Units

Technical Electives

ART 324 Communication Design Technology: Web Design
ART 326 Digital Media Art: 3D Computer Animation
COMP 232 Programming Languages
COMP 337 Survey of Computer Gaming
COMP 345 Digital Image Processing (MATH/PHYS)
COMP 350 Introduction to Software Engineering
COMP 425 Computer Game Programming
COMP 447 Societal Issues in Computing
COMP 449 Human Computer Interaction (PSY)
COMP 452 Computational Bioinformatics (MATH)
IT 400 e-Commerce
IT 401 Web Intelligence
IT 402 Advanced IT Programming
IT 424 Computer System Security for IT
IT 464 Computer Graphics for IT
IT 469 Artificial Intelligence/Neural Networks for IT
IT 490 Special Topics for IT
MATH 137 Strategies and Game Design
MATH 330 Mathematics and Fine Arts
MATH 437 Mathematics for Game Programming

Total 15 Units

Capstone

MGT 471 Project Management
IT 499 BSIT Capstone Project

Total 4 Units

C- or better grade required in all major courses.