**CORE REQUIREMENTS**

- **CS 1400** Fundamentals of Programming
- **DES 1300** Design I
- **DES 2100** Design Thinking
- **DES 2300** Design II
- **DES 2710** Typography I
- **WEB 1400** Web Design I: Fundamentals
- **WEB 3400** Web Design II: Essentials

**GENERAL EDUCATION REQUIREMENTS**

- **ENGL 1010** Introduction to Writing
- **ENGL 1010D** Introduction to Writing

Complete one of the following:

- **MATH 1000** Transitional Mathematics II
- **MATH 1010** Intermediate Algebra
- **MATH 1050** College Algebra/Pre-Calculus
- **MATH 1100** Business Calculus

Complete one of the following:

- **BUS 1370** Human Relations
- **COMM 2110** Interpersonal Communications
- **PSY 1010** General Psychology
- **SOC 1010** Introduction to Sociology
- **SOC 1020** Social Problems

**COMPLETION REQUIREMENTS**

1. Complete a minimum of 30 college-level credits (1000 and above).
2. Complete at least 20 credits at DSU for institutional residency.
3. Cumulative GPA 2.0 or higher.
4. Minimum Grade C- or higher required on each Core Discipline course.

**FOR ALL TECH BACHELOR DEGREES:**

**GENERAL EDUCATION REQUIREMENTS**

- **GEN ED** English
- **GEN ED** Math
- **GEN ED** American Institutions
- **GEN ED** Life Sciences
- **GEN ED** Physical Sciences
- **GEN ED** Laboratory Sciences
- **GEN ED** Fine Arts
- **GEN ED** Literature/Humanities
- **GEN ED** Social & Behavioral Sciences
- **GEN ED** Exploration

**GRADUATION REQUIREMENTS**

1. Complete a minimum of 120 college-level credits (1000 and above).
2. Complete at least 40 upper-division credits (3000 and above).
3. Complete at least 30 upper-division credits at DSU for institutional residency.
4. Cumulative GPA 2.0 or higher.
5. Grade C or higher in each Core Discipline and Elective Requirement course.
# Bachelor of Science in Computer Science

Program courses and requirements based on the Fall 18/19 catalog
120 credit hours

## Core Requirements

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>CS 1400</td>
<td>Fundamentals of Programming</td>
</tr>
<tr>
<td>CS 1410</td>
<td>Object Oriented Programming</td>
</tr>
<tr>
<td>CS 2420</td>
<td>Introduction to Algorithms and Data Structures</td>
</tr>
<tr>
<td>CS 2450</td>
<td>Software Engineering</td>
</tr>
<tr>
<td>CS 2810</td>
<td>Computer Organization and Architecture</td>
</tr>
<tr>
<td>CS 3005</td>
<td>Programming in C++</td>
</tr>
<tr>
<td>CS 3200</td>
<td>Web Application Development I</td>
</tr>
<tr>
<td>CS 3400</td>
<td>Operating Systems</td>
</tr>
<tr>
<td>CS 3410</td>
<td>Distributed Systems</td>
</tr>
<tr>
<td>CS 3420</td>
<td>Introduction to Algorithms and Data Structures</td>
</tr>
<tr>
<td>CS 3450</td>
<td>Software Engineering</td>
</tr>
<tr>
<td>CS 3600</td>
<td>Graphics Programming</td>
</tr>
<tr>
<td>CS 3610</td>
<td>Artificial Intelligence</td>
</tr>
<tr>
<td>CS 3620</td>
<td>Database Design &amp; Management</td>
</tr>
<tr>
<td>CS 3630</td>
<td>Compilers</td>
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<tr>
<td>CS 4000</td>
<td>Senior Project</td>
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## Mathematics & Science Requirements

<table>
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<tr>
<th>Course Code</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>MATH 1210</td>
<td>Calculus I</td>
</tr>
<tr>
<td>MATH 1220</td>
<td>Calculus II</td>
</tr>
<tr>
<td>BIOL 1610/15</td>
<td>Principles of Biology I</td>
</tr>
<tr>
<td>PHYS 2210/15</td>
<td>Physics/Scientists Engineers I and Lab</td>
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<tr>
<td>MATH 2210</td>
<td>Multivariable Calculus</td>
</tr>
<tr>
<td>MATH 2270</td>
<td>Linear Algebra</td>
</tr>
<tr>
<td>MATH 2280</td>
<td>Ordinary Differential Calculus</td>
</tr>
<tr>
<td>MATH 3400</td>
<td>Probability and Statistics</td>
</tr>
<tr>
<td>BIOL 1620/25</td>
<td>Principles of Biology II and Lab</td>
</tr>
<tr>
<td>CHEM 1210/15</td>
<td>Principles of Chemistry I and Lab</td>
</tr>
<tr>
<td>CHEM 1220/25</td>
<td>Principles of Chemistry II and Lab</td>
</tr>
<tr>
<td>PHYS 2220/25</td>
<td>Physics/Scientists Engineers II and Lab</td>
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## Computer Science Electives

Complete at least 9 credits from the following courses not already used to fulfill a requirement:

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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</thead>
<tbody>
<tr>
<td>CS 3010</td>
<td>Mobile Application Development for Android</td>
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<tr>
<td>CS 3020</td>
<td>Mobile Application Development for iOS</td>
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<td>CS 3410</td>
<td>Operating Systems</td>
</tr>
<tr>
<td>CS 3440</td>
<td>Software Practices</td>
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<td>CS 3500</td>
<td>Application Development</td>
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<tr>
<td>CS 3520</td>
<td>Computational Theory</td>
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<td>CS 3530</td>
<td>Computational Theory</td>
</tr>
<tr>
<td>CS 4200</td>
<td>Web Application Development II</td>
</tr>
<tr>
<td>CS 4920R</td>
<td>Internship</td>
</tr>
<tr>
<td>CS 4990</td>
<td>Seminar in Computer Science</td>
</tr>
<tr>
<td>CS 4991R</td>
<td>Competitive Programming</td>
</tr>
<tr>
<td>IT 3100</td>
<td>Systems Design &amp; Administration I</td>
</tr>
<tr>
<td>IT 3110</td>
<td>Systems Automation</td>
</tr>
<tr>
<td>IT 4200</td>
<td>DevOps Lifecycle Management</td>
</tr>
<tr>
<td>IT 4500</td>
<td>Information Security</td>
</tr>
<tr>
<td>WEB 1400</td>
<td>Web Design I: Fundamentals</td>
</tr>
<tr>
<td>WEB 3400</td>
<td>Web Design II: Essentials</td>
</tr>
</tbody>
</table>

## Mathematics & Science Electives

8 credits from the following, one of which must have a MATH prefix. Science and lab courses must be successfully completed together.

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>MATH 2220</td>
<td>Multivariable Calculus</td>
</tr>
<tr>
<td>MATH 2270</td>
<td>Linear Algebra</td>
</tr>
<tr>
<td>MATH 2280</td>
<td>Ordinary Differential Calculus</td>
</tr>
<tr>
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<td>Probability and Statistics</td>
</tr>
<tr>
<td>BIOL 1620/25</td>
<td>Principles of Biology II and Lab</td>
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<tr>
<td>CHEM 1210/15</td>
<td>Principles of Chemistry I and Lab</td>
</tr>
<tr>
<td>CHEM 1220/25</td>
<td>Principles of Chemistry II and Lab</td>
</tr>
<tr>
<td>PHYS 2220/25</td>
<td>Physics/Scientists Engineers II and Lab</td>
</tr>
</tbody>
</table>

## General Education Requirements

Complete General Education courses
# BACHELOR OF SCIENCE IN COMPUTER AND INFORMATION TECHNOLOGY

Program courses and requirements based on the FALL 18/19 catalog
120 credit hours

## CORE REQUIREMENTS

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>CS 1400</td>
<td>Fundamentals of Programming</td>
</tr>
<tr>
<td>CS 1410</td>
<td>Object Oriented Programming</td>
</tr>
<tr>
<td>CS 2420</td>
<td>Introduction to Algorithms and Data Structures</td>
</tr>
<tr>
<td>CS 2450 OR</td>
<td>Software Engineering</td>
</tr>
<tr>
<td>WEB 3450</td>
<td>Software Engineering</td>
</tr>
<tr>
<td>CS 3005</td>
<td>Programming in C++</td>
</tr>
<tr>
<td>CS 3010</td>
<td>Mobile Application Development for Android</td>
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<tr>
<td>CS 3020</td>
<td>Mobile Application Development for iOS</td>
</tr>
<tr>
<td>CS 3500</td>
<td>Application Development</td>
</tr>
<tr>
<td>DES 1300</td>
<td>Design I</td>
</tr>
<tr>
<td>DES 2100</td>
<td>Design Thinking</td>
</tr>
<tr>
<td>DES 2300</td>
<td>Design II</td>
</tr>
<tr>
<td>ENG 3010</td>
<td>Business Communication and Ethics</td>
</tr>
<tr>
<td>IT 1100</td>
<td>Introduction to Unix/Linux</td>
</tr>
<tr>
<td>IT 2400</td>
<td>Intro to Networking</td>
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<tr>
<td>IT 3100</td>
<td>Systems Design &amp; Administration I</td>
</tr>
<tr>
<td>WEB 1400</td>
<td>Web Design I: Fundamentals</td>
</tr>
<tr>
<td>WEB 3400</td>
<td>Web Design II: Essentials</td>
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<td>WEB 3500</td>
<td>Electronic Commerce</td>
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<tr>
<td>MATH 1050</td>
<td>College Algebra/Pre-Calculus</td>
</tr>
<tr>
<td>CS 4600 OR</td>
<td>Senior Project</td>
</tr>
<tr>
<td>IT 4600 OR</td>
<td>Senior Project</td>
</tr>
<tr>
<td>WEB 4600 OR</td>
<td>Senior Project</td>
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## DISCIPLINE ELECTIVES
Complete 21 credits from the following courses not already used to fulfill a requirement:

<table>
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<tr>
<th>Course</th>
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<tbody>
<tr>
<td>ARTH 3750</td>
<td>Graphic Design History</td>
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<tr>
<td>CS 2810</td>
<td>Computer Organization and Architecture</td>
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<tr>
<td>CS 3010</td>
<td>Mobile Application Development for Android</td>
</tr>
<tr>
<td>CS 3020</td>
<td>Mobile Application Development for iOS</td>
</tr>
<tr>
<td>CS 3200</td>
<td>Web Application Development I</td>
</tr>
<tr>
<td>CS 3400</td>
<td>Operating Systems</td>
</tr>
<tr>
<td>CS 3410</td>
<td>Distributed Systems</td>
</tr>
<tr>
<td>CS 3440</td>
<td>Software Practices</td>
</tr>
<tr>
<td>CS 3600</td>
<td>Graphics Programming</td>
</tr>
<tr>
<td>CS 4200</td>
<td>Web Application Development II</td>
</tr>
<tr>
<td>CS 4300</td>
<td>Artificial Intelligence</td>
</tr>
<tr>
<td>CS 4550</td>
<td>Compilers</td>
</tr>
<tr>
<td>CS 4920R</td>
<td>Internship</td>
</tr>
<tr>
<td>CS 4990</td>
<td>Seminar in Computer Science</td>
</tr>
<tr>
<td>CS 4991R</td>
<td>Competitive Programming</td>
</tr>
<tr>
<td>DES 1100</td>
<td>Intro to Digital Design</td>
</tr>
<tr>
<td>DES 2710</td>
<td>Typography I</td>
</tr>
<tr>
<td>DES 3300</td>
<td>Intro to Digital Video Editing</td>
</tr>
<tr>
<td>DES 3400</td>
<td>Information Design</td>
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<tr>
<td>DES 3500</td>
<td>Interface Design</td>
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<td>DES 4100</td>
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<td>3-D Visualization</td>
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<td>DES 3800</td>
<td>Branding</td>
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<td>Publication Design</td>
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<td>A+ Computer Hardware/Windows OS</td>
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<tr>
<td>IT 3110</td>
<td>System Automation</td>
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<td>IT 3150</td>
<td>Windows Servers</td>
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<tr>
<td>IT 3300</td>
<td>DevOps Virtualization</td>
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<tr>
<td>IT 4100</td>
<td>DevOps Lifecycle Management</td>
</tr>
<tr>
<td>IT 4200</td>
<td>Files Systems and Storage Technologies</td>
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<tr>
<td>IT 4300</td>
<td>Database Design &amp; Management</td>
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<tr>
<td>IT 4310</td>
<td>Database Administration</td>
</tr>
<tr>
<td>IT 4400</td>
<td>Network Design &amp; Management</td>
</tr>
<tr>
<td>IT 4500</td>
<td>Information Security</td>
</tr>
<tr>
<td>IT 4920R</td>
<td>Internship</td>
</tr>
<tr>
<td>IT 4990</td>
<td>Seminar in Information Technology</td>
</tr>
<tr>
<td>WEB 3200</td>
<td>Web Application Development I</td>
</tr>
<tr>
<td>WEB 3550</td>
<td>Internet &amp; eCommerce Marketing</td>
</tr>
<tr>
<td>WEB 4200</td>
<td>Web Application Development II</td>
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<tr>
<td>WEB 4400</td>
<td>Web Design III: Advanced Techniques</td>
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<tr>
<td>WEB 4900R</td>
<td>Independent Research</td>
</tr>
<tr>
<td>WEB 4920</td>
<td>Internship</td>
</tr>
<tr>
<td>WEB 4990</td>
<td>Seminar in Web Development</td>
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</table>

## GENERAL EDUCATION REQUIREMENTS
Complete General Education courses
## CORE REQUIREMENTS

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>CS 1400</td>
<td>Fundamentals of Programming</td>
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<tr>
<td>CS 1410</td>
<td>Object Oriented Programming</td>
</tr>
<tr>
<td>ENGL 3010</td>
<td>Business Communication and Ethics</td>
</tr>
<tr>
<td>IT 1100</td>
<td>Introduction to Unix/Linux</td>
</tr>
<tr>
<td>IT 1200</td>
<td>A+ Computer Hardware/Windows OS</td>
</tr>
<tr>
<td>IT 2400</td>
<td>Intro to Networking</td>
</tr>
<tr>
<td>IT 3100</td>
<td>Systems Design &amp; Administration I</td>
</tr>
<tr>
<td>IT 3110</td>
<td>System Automation</td>
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<td>IT 3150</td>
<td>Windows Servers</td>
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<tr>
<td>IT 3300</td>
<td>DevOps Virtualization</td>
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<td>IT 4200</td>
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<tr>
<td>IT 4400</td>
<td>Network Design &amp; Management</td>
</tr>
<tr>
<td>IT 4500</td>
<td>Information Security</td>
</tr>
<tr>
<td>IT 4510</td>
<td>Ethical Hacking &amp; Network Defense</td>
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<td>Senior Project</td>
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<td>MATH 1050</td>
<td>College Algebra/Pre-Calculus</td>
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## DISCIPLINE ELECTIVES Complete 18 credits from the following:

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<td>Introduction to Algorithms and Data Structures</td>
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<td>Software Engineering</td>
</tr>
<tr>
<td>CS 3005</td>
<td>Programming in C++</td>
</tr>
<tr>
<td>CS 3010</td>
<td>Mobile Application Development for Android</td>
</tr>
<tr>
<td>CS 3020</td>
<td>Mobile Application Development for iOS</td>
</tr>
<tr>
<td>CS 3200</td>
<td>Web Application Development I</td>
</tr>
<tr>
<td>CS 3500</td>
<td>Application Development</td>
</tr>
<tr>
<td>CS 3600</td>
<td>Graphics Programming</td>
</tr>
<tr>
<td>CS 4200</td>
<td>Web Application Development II</td>
</tr>
<tr>
<td>DES 1100</td>
<td>Intro to Digital Design</td>
</tr>
<tr>
<td>DES 1300</td>
<td>Design I</td>
</tr>
<tr>
<td>IT 4060</td>
<td>Big Data Analytics</td>
</tr>
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<td>IT 4070</td>
<td>Big Data Visualization</td>
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<td>IT 4100</td>
<td>File Systems and Storage Technologies</td>
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<td>IT 4310</td>
<td>Database Administration</td>
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<td>Internship</td>
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<td>IT 4990</td>
<td>Seminar in Information Technology</td>
</tr>
<tr>
<td>WEB 3200</td>
<td>Web Application Development I</td>
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<tr>
<td>WEB 3400</td>
<td>Web Design II: Essentials</td>
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<td>WEB 3500</td>
<td>Electronic Commerce</td>
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<tr>
<td>WEB 3550</td>
<td>Internet &amp; eCommerce Marketing</td>
</tr>
<tr>
<td>WEB 4200</td>
<td>Web Application Development II</td>
</tr>
</tbody>
</table>

## GENERAL EDUCATION REQUIREMENTS Complete General Education courses
# BACHELOR OF SCIENCE IN CIT–SOFTWARE DEVELOPMENT EMPHASIS

Program courses and requirements based on the FALL 18/19 catalog
120 credit hours

## CORE REQUIREMENTS

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>CS 1400</td>
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<tr>
<td>CS 2450</td>
<td>Software Engineering</td>
</tr>
<tr>
<td>CS 2810</td>
<td>Computer Organization and Architecture</td>
</tr>
<tr>
<td>CS 3005</td>
<td>Programming in C++</td>
</tr>
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<td>CS 3200</td>
<td>Web Application Development I</td>
</tr>
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<td>CS 4307</td>
<td>Database Design &amp; Management</td>
</tr>
<tr>
<td>CS 4600</td>
<td>Senior Project</td>
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<tr>
<td>ENGL 3010</td>
<td>Business Communication and Ethics</td>
</tr>
<tr>
<td>IT 1100</td>
<td>Introduction to Unix/Linux</td>
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<tr>
<td>MATH 1210</td>
<td>Calculus I</td>
</tr>
<tr>
<td>WEB 1400</td>
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## DISCIPLINE ELECTIVES
Complete 8 of the following courses:

<table>
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<tr>
<th>Course Code</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>CS 3010</td>
<td>Mobile Application Development for Android</td>
</tr>
<tr>
<td>CS 3020</td>
<td>Mobile Application Development for iOS</td>
</tr>
<tr>
<td>CS 3400</td>
<td>Operating Systems</td>
</tr>
<tr>
<td>CS 3410</td>
<td>Distributed Systems</td>
</tr>
<tr>
<td>CS 3440</td>
<td>Software Practices</td>
</tr>
<tr>
<td>CS 3450</td>
<td>Application Development</td>
</tr>
<tr>
<td>CS 3500</td>
<td>Advanced Algorithms/Data Structures</td>
</tr>
<tr>
<td>CS 3520</td>
<td>Programming Languages</td>
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<td>CS 3600</td>
<td>Graphics Programming</td>
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<td>CS 4200</td>
<td>Web Application Development II</td>
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<tr>
<td>CS 4300</td>
<td>Artificial Intelligence</td>
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<td>Compilers</td>
</tr>
<tr>
<td>IT 2400</td>
<td>Intro to Networking</td>
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</tbody>
</table>

## ELECTIVES
Complete 9 credits from the following courses not already used to fulfill a requirement:

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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<tr>
<td>CS 3010</td>
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</tr>
<tr>
<td>CS 3020</td>
<td>Mobile Application Development for iOS</td>
</tr>
<tr>
<td>CS 3310</td>
<td>Discrete Mathematics</td>
</tr>
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<td>Distributed Systems</td>
</tr>
<tr>
<td>CS 3440</td>
<td>Software Practices</td>
</tr>
<tr>
<td>CS 3500</td>
<td>Application Development</td>
</tr>
<tr>
<td>CS 3510</td>
<td>Advanced Algorithms/Data Structures</td>
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<td>Programming Languages</td>
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<td>Computational Theory</td>
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<tr>
<td>CS 3600</td>
<td>Graphics Programming</td>
</tr>
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<td>CS 4200</td>
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<td>Web Design II: Essentials</td>
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## GENERAL EDUCATION REQUIREMENTS
Complete General Education courses
# BACHELOR OF SCIENCE IN CIT—WEB DESIGN & DEVELOPMENT EMPHASIS

Program courses and requirements based on the FALL 18/19 catalog

120 credit hours

## CORE REQUIREMENTS

<table>
<thead>
<tr>
<th>Course Code</th>
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<td>Web Design II: Essentials</td>
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## DISCIPLINE ELECTIVES

Complete 15 credits from the following

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<td>Mobile Application Development for iOS</td>
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<td>Intro to Digital Video Editing</td>
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<td>Systems Design &amp; Administration I</td>
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## GENERAL EDUCATION REQUIREMENTS

Complete General Education courses
# Bachelor of Science in Design—Graphic Design Emphasis

Program courses and requirements based on the FALL 18/19 catalog

120 credit hours

## Core Requirements

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<thead>
<tr>
<th>Course</th>
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<tr>
<td>DES 1300</td>
<td>Design I</td>
<td>CE</td>
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<tr>
<td>ART 1120</td>
<td>2 Dimensional Design</td>
<td>OR</td>
</tr>
<tr>
<td>ART 1110</td>
<td>Drawing and Composition</td>
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<td>ART 1130</td>
<td>3 Dimensional Design</td>
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<td>Design Thinking</td>
<td>CE</td>
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<tr>
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<td>DES 3000</td>
<td>Design III</td>
<td>CE</td>
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<tr>
<td>DES 3800</td>
<td>Branding</td>
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## Design Requirements

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<td>CE</td>
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<tr>
<td>DES 3710</td>
<td>Typography II</td>
<td>CE</td>
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<td>DES 3780</td>
<td>Production Design</td>
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<tr>
<td>DES 4750</td>
<td>Package Design</td>
<td>CE</td>
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## Discipline Electives

Choose 5 of the following courses not already used to fulfill a requirement:

<table>
<thead>
<tr>
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<th>Credits</th>
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<tbody>
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<td>DES 3300</td>
<td>Intro to Digital Video Editing</td>
<td>CE</td>
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<tr>
<td>DES 3500</td>
<td>Interface Design</td>
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<td>DES 3600</td>
<td>3-D Visualization</td>
<td>CE</td>
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<td>DES 3650</td>
<td>3-D Animation</td>
<td>CE</td>
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<td>DES 3850</td>
<td>Graphic Design Problems</td>
<td>CE</td>
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<tr>
<td>DES 4100</td>
<td>Interaction Design</td>
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<td>DES 4200</td>
<td>Tangible Interaction</td>
<td>CE</td>
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<td>ART 2270</td>
<td>Phenomenon of Color</td>
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</tr>
<tr>
<td>WEB 3550</td>
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## General Education Requirements

Complete General Education courses
**BACHELOR OF SCIENCE IN DESIGN—DIGITAL DESIGN EMPHASIS**

Program courses and requirements based on the FALL 18/19 catalog
120 credit hours

### CORE REQUIREMENTS

<table>
<thead>
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<th>Course Code</th>
<th>Course Title</th>
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<td>ART 1110</td>
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<td>DES 3000</td>
<td>Design III</td>
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<td>DES 3800</td>
<td>Branding</td>
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<td>Senior Project</td>
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<td>Web Design I</td>
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<tr>
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<td>College Algebra/Pre-Calculus</td>
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### DESIGN REQUIREMENTS

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<td>Interface Design</td>
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### DISCIPLINE ELECTIVES
Choose 5 of the following courses not already used to fulfill a requirement:

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<th>Course Title</th>
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<td>3-D Animation</td>
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<td>Graphic Design Problems</td>
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<td>Publication Design</td>
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<td>DES 4100</td>
<td>Interaction Design</td>
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<td>Web Design II</td>
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<td>Electronic Commerce</td>
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<tr>
<td>WEB 3550</td>
<td>Internet &amp; eCommerce Marketing</td>
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### GENERAL EDUCATION REQUIREMENTS
Complete General Education courses
# Bachelor of Science in Design–Interaction Design Emphasis

Program courses and requirements based on the FALL 18/19 catalog
120 credit hours

## Core Requirements

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<thead>
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<th>Course Title</th>
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## Design Requirements

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<td>Web Design II: Essentials</td>
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## Disciplinary Electives

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<tr>
<td>WEB 3550</td>
<td>Internet &amp; eCommerce Marketing</td>
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</table>

## General Education Requirements

Complete General Education courses
K–16 TECH CAMPS AND PROGRAMS
stem.dixie.edu for registration and information

ESMART (GRADE 8)
esMART (exploring Science, Math and Related Technologies) is a summer camp for girls entering the 8th grade. Girls spend five days and four nights in the dorms at DSU as part of their first college experience! Camp includes a variety of STEM workshops taught by successful women in STEM careers.

4-H PROGRAMMING CLUBS (GRADE 5–10)
4H Programming Clubs are 10 week courses for 5–10th graders. Classes are held at Dixie State University and taught by DSU faculty. Scratch Club is an introduction to computer science using the programming language Scratch. Learn how to create games, animated images and songs in just minutes with a simple “drag and drop” interface. Python Club provides an in-depth look at the details of Python layers and concepts including data types and variables, strings, input, testing, and formatting. No previous programming knowledge needed!

CODE CAMP (K–ADULT)
Code Camp is a programming, design and entrepreneurship contest all rolled up into a ridiculously compressed 24-hour event each November. It’s crazy fun! Teams ranging in size from one to four participants compete against other teams to build the best web or mobile app.

DIXIE PREP (GRADE 6–8)
Three summers of rigorous academic instruction, educational hands-on projects, challenging homework assignments, and daily career awareness for 6th, 7th, and 8th grade students who have an interest and aptitude in STEM fields. Dixie PREP strives to provide opportunities for underrepresented and first generation students to pursue STEM studies and careers.

GIRLS GO DIGITAL (GRADE 2–12)
A computer science and technology camp for girls ages 8-18. Learn how to hack, design, code & make using technology and computer science. Any level of interest and experience is welcome. From programming, micro controllers, pixel art, digital photography, e-textiles, to web design and more, we’ve got something for every girl!

CODECHANGERS (GRADE 2–12)
CODECHANGERS offers a unique technology education experience with an online, self-paced program, after-school classes, and camps that are easy to use and carefully mixed with hands-on activities designed to help inspire creativity and connection to real-world projects. Learn to create your world with technology! Ages 8-18.

DESIGN SCHOOL (GRADE 11–ADULT)
An intensive nine-week design course to learn fundamental concepts of user experience design, including designing user flows, prototyping, wireframing, creating mockups, and user testing, all applied to real-world projects in a concentrated, quick-paced format.

CODE SCHOOL (GRADE 12–ADULT)
An intensive nine-week course to jumpstart a web programming career. Interaction with the local industry is facilitated by Code School. Learn modern web technologies, javascript databases, web frameworks, client-side and server-side web application development.

SUCCESS ACADEMY (GRADE 10–12)
SUCCESS Academy is an early college high school designed to provide a rigorous academic setting that allows students to earn their Associate degrees at the same time they earn their high school diploma. SUCCESS Academy has two campuses: one at Dixie State University and one at Southern Utah University.

CONCURRENT ENROLLMENT (GRADE 10–12)
This program is a great opportunity for a high school student to earn college/university credits which will also fill high school requirements for graduation. To get started, a student should visit with their high school counselor and make sure that enrollment in university courses is part of your CCR.
Computer science and technology influences every aspect of our society. According to the Association of Computing Machinery, “Computing and computer technology are part of just about everything that touches our lives from the cars we drive, to the movies we watch, to the ways businesses and governments deal with us. Understanding different dimensions of computing is part of the necessary skill set for an educated person in the 21st century.”

According to the Bureau of Labor Statistics, some of the fastest-growing careers are in computers and technology. Computer science, and coding in particular, is a highly sought after skill applicable in IT and STEM related jobs, but also in other fields not readily associated with STEM. Learning to code provides students a skill that will open up career opportunities in the future workforce.

**Computer Science Quick Facts:**
- Last year in Utah, there were 5,289 open computing jobs and only 366 computer science students graduating into the workforce.
- The average salary for a computing occupation in Utah is $81,018, which is significantly higher than the average salary in the state of $45,490.
- The job growth for Computer Science and Tech related fields is 19% which is much faster than average for other occupations.

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*coming soon