Application Development, Certificate of Proficiency

The Certificate of Proficiency in Application Development allows employees who do not have a degree to obtain a credential to advance their career prospects. The certificate also allows those individuals who earned degrees outside the computing fields to obtain a credential in Application Development to increase their value to their current or future employers.

Program Requirements

Code	Title	Credit Hours
Total Credit Hours		**21**
Discipline Core		**18 Credits**
Complete the following:		
INFO 1200	Computer Programming I for IS IT	3
INFO 2410	Database Fundamentals	3
INFO 3300	Web Systems Development	3
INFO 3330	Client-Side Web Development	3
INFO 3360	Server-Side Web Frameworks	3
INFO 4420	Mobile Application Development	3
Elective Requirements		**3 Credits**
Choose 3 credits from the following courses:		3
INFO 2200	Computer Programming II for IS IT (3)	
INFO 4300	Enterprise Web Development (undefined)	
CYBR 4350	Web and Application Security (undefined)	

Graduation Requirements

1. Completion of a minimum of 21 semester hours.
2. Minimum grade of C- required in all courses.
3. Overall grade point average of 2.0 (C) or above.
4. Residency hours: minimum of 9 credit hours through course attendance at UVU.

Graduation Plan

This graduation plan is a sample plan and is intended to be a guide. Your specific plan may differ based on your Math and English placement and/or transfer credits applied. You are encouraged to meet with an advisor and set up an individualized graduation plan in Wolverine Track (http://www.uvu.edu/wolverinetrack/).

First Year		
Semester 1		**Credit Hours**
INFO 1200	Computer Programming I for IS IT	3
INFO 2410	Database Fundamentals	3
	Credit Hours	**6**
Semester 2		
INFO 3300	Web Systems Development	3
INFO 3330	Client-Side Web Development	3
INFO 4420	Mobile Application Development	3
	Credit Hours	**9**
Second Year		
Semester 3		
INFO 3360	Server-Side Web Frameworks	3
Elective		3
	Credit Hours	**6**
	Total Credit Hours	**21**

Program Learning Outcomes

1. Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.
2. Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.
3. Develop foundational skills necessary to produce application code in response to specific computing requirements.