Information Systems and Technology, Minor

The Minor in Information Systems gives students with a business or liberal arts major the option of strengthening their general studies with technical coursework.

Program Requirements

Code	Title	Credit Hours
Total Credit Hours		**24**
Discipline Core Requirements		**12 Credits**
Prerequisite:		
Complete the following:		
INFO 1200	Computer Programming I for IS IT	3
or CS 1400	Fundamentals of Programming	
INFO 2410	Database Fundamentals	3
IT 1600	Computer Architecture and Systems Software	3
or CS 2810	Computer Organization and Architecture	
IT 2600	Data Communication Fundamentals	3
Elective Requirements		**12 Credits**
Complete 12 credits at the 3000 or 4000 level from INFO, IT, or CYBR.		12

Graduation Requirements

1. To fill the requirements for an Information Systems and Technology minor, students must have no course grade lower than C- in any of the courses required for the minor.
2. Courses may not be double-counted between the core and elective sections.

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 or CS 1400	Computer Programming I for IS IT or Fundamentals of Programming	3
INFO 2410	Database Fundamentals	3
	Credit Hours	**6**
Semester 2		
IT 1600 or CS 2810	Computer Architecture and Systems Software or Computer Organization and Architecture	3
IT 2600	Data Communication Fundamentals	3
	Credit Hours	**6**
Second Year		
Semester 3		
3000 or 4000 Level Elective from INFO, IT, or CYBR		3
3000 or 4000 Level Elective from INFO, IT, or CYBR		3
	Credit Hours	**6**
Semester 4		
3000 or 4000 Level Elective from INFO, IT, or CYBR		3
3000 or 4000 Level Elective from INFO, IT, or CYBR		3
	Credit Hours	**6**
	Total Credit Hours	**24**

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. Support the delivery, use, and management of information systems within an information systems environment.
4. Apply tools, concepts, and computing techniques to solve business problems.