## PROGRAM OF STUDY

## INFORMATION SYSTEMS Associate in Science Degree

The Associate in Science Degree is designed to provide students with the basic knowledge and skills necessary to pursue a career in Information Systems. Students completing the Business Department Core courses and the Information Systems Core courses and one of the four options (End User/Help Desk, Networking, Web Design, or Web Programming) will be able to enter the workforce with a comprehensive understanding of computer basics and a computing specialty (option) that can be applied in business, government, or education.

## Outcomes:

- 1. Operate commonly used computer hardware and office software.
- 2. Identify the categories of software by their purpose and provide examples of each category.
- 3. Plan, design, and write stand-alone computer programs.
- Apply structured logic in analyzing and solving problems.
- 5. Develop a well-designed relational database.
- 6. Create a Web document that contains Hyperlinks, graphics, tables and forms.
- 7. Demonstrate a breadth of knowledge of networking and its uses in the business environment

Business Department Core		Units	
ACCTG40	APPLIED ACCOUNTING	3	
BA5	BUSINESS COMMUNICATIONS	3	
BA10	INTRODUCTION TO BUSINESS	3	
IS15	COMPUTER CONCEPTS	3	
Select one (1):		Units	
BA39	FINITE MATHEMATICS FOR BUSINESS	3	
DS117	BUSINESS MATHEMATICS	3	
MATH5A	MATH ANALYSIS I	5	
STAT7	ELEMENTARY STATISTICS	4	
Information Systems Core		Units	
IS16	WORD PROCESSING	1.5	
IS18	SPREADSHEET FUNDAMENTALS	1.5	
IS26A	DATABASE CONCEPTS AND DESIGN	3	
IS29	OPERATING SYSTEMS	1.5	
IS40A	INTERNET CONCEPTS & DESIGN	3	
Select an option from:		Units	
Help Desk Option			
Networking Option			
Web Design Option			
Web Programming Option			

Help Desk Option	
ADVANCED DATABASE CONCEPTS AND DESIGN	1.5
FUNDAMENTALS OF NETWORKING	3
COMPUTER CONFIGURATION AND TROUBLESHOOTING	1.5
	Units
FUNDAMENTALS OF NETWORKING	3
	FUNDAMENTALS OF NETWORKING COMPUTER CONFIGURATION AND TROUBLESHOOTING

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		PID 161
Total Units		31.5 - 35
IS47	VISUAL BASIC	3
IS50A	Introduction to Game Programming	3
	or	
IS33	BEGINNING JAVA PROGRAMMING	3
IS31	INTRODUCTION TO PROGRAMMING	1.5
Web Programm	ing Option	Units
IS42A	BUSINESS AND WEB GRAPHICS	3
IS40B	ADVANCED INTERNET CONCEPTS AND DESIGN	3
Web Design Op	tion	Units
IS45	COMPUTER CONFIGURATION AND TROUBLESHOOTING	1.5
IS43	ADVANCED NETWORKING CONCEPTS	3