

INFORMATION TECHNOLOGY COURSE DESCRIPTIONS
ALL COURSES ARE THREE (3) SEMESTER CREDITS UNLESS OTHERWISE NOTED

IT 1000 Introduction to Information Technology

The role of computers in society with an introduction to computer applications. The student is introduced to the concepts and operations of a microcomputer, including several typical software environments such as word processing, spread sheet accounting, and database systems. The history and impact of computing in society is covered.

IT 1020 E-Commerce Business and Technology

This course covers the impacts E-Commerce has on business, marketing, and computer technology. Prerequisite: IT 1000

IT 1030 Computer Graphics for E-Commerce

This course introduces various topics in the area of computer graphics. The student will be exposed to various web sites to see how businesses use computer graphics to market their products.

Prerequisite: IT 1020

IT 1090 Computer Applications

This course provides hands-on training in the use of commercially available software application packages such as Microsoft Windows, Word, Excel, Power Point, Access, Outlook, and Internet browsers.

IT 2030 Desktop Publishing

This course introduces the student to the history of desktop publishing, practice proper publishing rules, and defines terms. Introduces the basic procedures for creating publications with text formatting (i.e. text wrap) and integrating numerous forms of graphics. Projects will include numerous flyers, brochures, and special effects, and proper print formatting for commercial production. Prerequisite: IT 1030

IT 2040 Multimedia

This course delves into multimedia and its effect on marketing. It covers the interface and characteristics of voice and video processing equipment, multimedia document architectures, media encoding/ compression schemes, real-time scheduling of time critical multimedia documents, multimedia editors, current communication standards and software. The student will be exposed to various types of multimedia systems and how to use them in E-Commerce. Prerequisite: IT 1000

IT 3116 Computer-Aided Design

Introduction and application of Computer Aided-Design with emphasis on training and opportunity to experiment with image creation techniques. Repeat patterns and manipulation of basic templates is taught. Adobe Illustrator and Photoshop are used to create both textile and garment designs. An introduction to different textile and apparel based software to give an insight on the latest technologies being used in the fashion houses as well as the industry. Prerequisite: IT 1090

IT 4980 Undergraduate Capstone Course Project

A capstone project for the Bachelor of Science degree student requiring the integration of all that has been learned into a project of the student's choice. (6 semester credits)

IT 5000 Software Project Management

Planning, scheduling, cost management of projects. Measuring progress, predicting success, and controlling failure. Management tools and their use. Effectiveness and efficiency of software and personnel. Distributed software development. Quality control standards and practices.

IT 5010 Network Management

Detailed communications systems will be covered in depth. Packet switching networks, local area networks, satellite systems, the open systems interconnect (OSI) reference model, and the development of communications software.

IT 5020 Web Site Management

This course discusses the duties of a web master and management of a web site. Topics include: web site development, configuration management; testing; and quality assurance.

IT 5060 Advanced Topics in Information Technology

Content will vary to reflect current subjects in computer technology. Pursuit of interdisciplinary problems/concerns in the use of computers or study topics of interest within the industry.

IT 6000 Multimedia and E-Commerce

This course introduces the design principles of multimedia authoring and communication systems. It covers the interface and characteristics of voice and video processing equipment, multimedia document architectures, media encoding/compression schemes, real-time scheduling of time critical multimedia documents, multimedia editors, current communication standards and software.

IT 6980 Graduate Capstone Course Project

A capstone course project requiring the student to integrate all that has been learned into a project of the student's choice. (6 semester credits)

MA 2080 Discrete Mathematics

This course introduces the student to selected finite mathematics topics that apply to the study of computer science. Topics include: sets; relations; functions; matrices; graphs; trees; and boolean algebra.

Prerequisite: MA 2010