Recommended Curriculum

Online Bachelor of Science in Computing Applications

Disclaimer: This curriculum serves as a recommended course sequence and is provided for informational purposes only. It is not guaranteed to reflect each student’s unique academic needs and is subject to change based on course availability, institutional updates, and individual advising. Students should consult with an academic advisor to confirm their personalized degree plan.

Total Hours: 120

First Year

Early Fall

ENGL 1301 Essentials of College Rhetoric (3 SCH)

American History\* (3 SCH)

Total: 6

Late Fall

Life and Physical Sciences\* (4 SCH)

Mathematics\* (3 SCH)

Total: 7

Early Spring

ENGL 1302 Advanced College Rhetoric (3 SCH)

American History\* (3 SCH)

Total: 6

Late Spring

Life and Physical Sciences\* (4 SCH)

Mathematics\* (3 SCH)

Total: 7

Summer

Creative Arts\* (3 SCH)

Language, Philosophy, and Culture\* (3 SCH)

Total: 6

Second Year

Early Fall

Social and Behavioral Sciences\* (3 SCH)

Oral Communication\* (3 SCH)

Total: 6

Late Fall

Government/Political Science\* (3 SCH)

3 Elective Semester Credit Hours (3 SCH)\*\*

Total: 6

Early Spring

Government/Political Science\* (3 SCH)

3 Elective Semester Credit Hours (3 SCH)\*\*

Total: 6

Late Spring

6 Elective Semester Credit Hours (6 SCH)\*\*

Total: 6

Early Spring

7 Elective Semester Credit Hours (7 SCH)\*\*

Total: 7

Third Year

Early Fall

CMPA 3301 Fundamentals of Computing Applications

Elective Credit Hours\*\* (3 SCH)

Total: 6

Late Fall

CMPA 3302 Foundations of Information Organization and Management (3 SCH)

Elective Credit Hours\*\* (3 SCH)

Total: 6

Early Spring

CMPA 3303 Product Design in Computing Applications 1 (3 SCH)

Elective Credit Hours\*\* (3 SCH)

Total: 6

Late Spring

CMPA 3304 Computing Applications Technology 1 (3 SCH)

Elective Credit Hours\*\* (3 SCH)

Total: 6

Summer

Elective Credit Hours\*\* (6 SCH)

Total: 6

Fourth Year

Early Fall

CMPA 4301 Systems and Methods of Information Organization and Management (3 SCH)

Elective Credit Hours\*\* (3 SCH)

Total: 6

Late Fall

CMPA 4302 Product Design in Computing Applications 2 (3 SCH)

Elective Credit Hours\*\* (3 SCH)

Total: 6

Early Spring

CMPA 4303 Computing Applications Technology 2 (3 SCH)

Elective Credit Hours\*\* (3 SCH)

Total: 6

Late Spring

CMPA 4303 Computing Applications Technology 2 (3 SCH)

Elective Credit Hours\*\* (3 SCH)

Total: 6

Summer

Elective Credit Hours\*\* (3 SCH)

Total: 3

\* Choose from core curriculum requirements.

\*\* Choose elective credit hours to fulfill graduation requirements such as junior senior credit hours, conversion of alternative non-credit activity to semester credit hours (see OP 30.10), foreign language, optional academic minor, or free elective credit.

Computing Applications Course Descriptions:

CMPA 3301 – Fundamentals of Computing Applications

Introduces and explores fundamental concepts of computing applications, current and emerging practices, theories, technologies, and related environments, fields, and professions.

CMPA 3302 – Foundations of Information Organization and Management

Introduces key principles of information organization and management, covering concepts, methodologies, technologies, and modern knowledge access and sharing techniques.

CMPA 3303 – Product Design in Computing Applications I

Provides a practical introduction to product design in computing applications, equipping students with foundational skills and thinking to build modern digital products.

CMPA 3304 – Computing Applications Technology I

Introduces students to computing applications technologies involved in developing websites and software, covering essential fundamentals, practices, roles, constraints, and contexts.

CMPA 4301 – Systems and Methods of Information Organization and Management

Explores the technical aspects of organizing and managing information using modern computing solutions to capture, process, transform, and structure data to provide meaning.

CMPA 4302 – Product Design in Computing Applications II

Builds on foundational skills in product design in computing applications through the ideation, research, prototyping, testing, iteration, and deployment of modern digital products.

CMPA 4303 – Computing Applications Technology II

Builds on foundational skills in computing applications technologies, focusing on web and software development strategies, prototyping, interactivity, practices, collaboration, and deployment.

CMPA 4304 – Senior Capstone in Computing Applications

This project-oriented course requires students to demonstrate proficiency in computing applications skills and theory through the design, development, and presentation of real-world projects.