Electives for CS and MIS Majors

Second Semester SY 2013-2014

Department of Information Systems and Computer Science

CS 119.2 : Enterprise Systems Programming [ES]

- Enterprise systems are large-scale information systems that support and integrate multiple business functions in an organization. This course deals with the implementation of enterprise systems using the Java EE (Enterprise Edition) technology together with development tools such as the Spring framework, Hibernate, Maven and MySQL. It covers the various concepts of the development of enterprise systems and how it is implemented using software.

CS 129.3 : ST in Software Engineering: Web Programming (Ruby on Rails) [ES]

- This course is an introduction to the development of web database applications using Ruby on Rails. It discusses the reasons for creating such types of applications as well as some common problems encountered in their implementation.

CS 129.15 : Business Intelligence [BI]

- Business intelligence is dealing with system and techniques to query, analyze, and report business data to help businesses and organizations in their decision making. The course introduces students to the area of business intelligence and its value in an organization. Data warehouse and data mining are discussed including algorithms and software, to enable actual application in business settings.

CS 171 : Artificial Intelligence [BI]

- This course is an introduction to the basic principles techniques and applications of principles, techniques, and applications of artificial intelligence. The focus of the course is on the design and course is on the design and implementation of intelligent agents - systems that perceive and act systems that perceive and act autonomously on an environment through reasoning solving problems and through reasoning, solving problems, and drawing inferences. Topics include searching motion planning and learning searching, motion planning, and learning.

CS 179.11 : Introduction to Flash Scripting [IM]

- This is an introductory course to learning how to program in Flash using ActionScript. It will cover the fundamentals of the ActionScript 3.0 language including introductory topics such as declaring variables, writing functions, working with operators and using conditional statements as well as the essentials on more commonly used ActionScript classes such as the MovieClip class, Sound class, Loader class and Array class.

CS 179.15b : Introduction to Games and Game Design II [IM]

- This course aims to further discuss the essential concepts behind game design learned from last semester. It emphasizes game balance, the exercise of creativity, and technical execution. All of these concepts, as well as the storyline created from last semester, will be practiced, applied, and executed, resulting in a complete game.

CS 189.2 : Financial Information Systems [ES]

- Information systems play a major role in the financial services industry. Firms in banking, investments and insurance are among the most extensive and innovative users of information technology. The course introduces the different types of information systems used by financial institutions. It also examines the role of information systems/technology in financial markets, financial services and corporate finance.

CS 195.01 : Computers and Society [IM]

- This seminar course tackles contemporary issues surrounding the ways in which information technology affects, enables, and changes ourselves, our relationships, and our ways of life. This semester, we focus our attention on digital games. Despite their pervasiveness and their commercial success, however, digital games still struggle for acceptance as more than just trivial pursuits. At best, critics regard games as distractions that perform no social or cultural function. At worst, games are thought to raise a generation of socially inept and morally questionable game addicts. The purpose of this course is to address some of these questions and concerns.

CS 199 : Software/Hardware Projects [BI, IM]

- Gone are the days when we only interacted with computers using keyboards and mice. Our current computer interfaces capitalize on touch, motion, and gesture. The next wave of interfaces is going to expand the bandwidth of interaction further to include thoughts, feelings, emotions, and behaviors. Working in teams of two to three, students must familiarize themselves with the software development kits and/or data formats of two or more of these devices. Teams must then design an application that fully explores the capabilities and limitations of the devices. Finally, teams must implement and test the design.

MIS 181.9 : Service Oriented Architecture [ES]

- This course teaches students how to implement the business processes they designed, using a particular technology. Service-Oriented Architecture (SOA) is an architectural platform that divides business processes into logical units, called services, in order to reduce redundancy and increase agility. It capitalizes on current information technology—web services, and the like—to bolster companies' strategic advantage.

MIS 189.2 : IT Service Management and ITIL [ES]

- This course is designed as an introductory overview for students who want to understand how IT services are managed in the real world. The course involves a discussion of the key concepts underlying IT Service Management and the best practices documented in the IT Infrastructure Library (ITIL). It introduces students to the different processes under the ITSM framework and covers how these processes should be implemented in different companies.

MIS 189.3 : ICT for Development [ES]

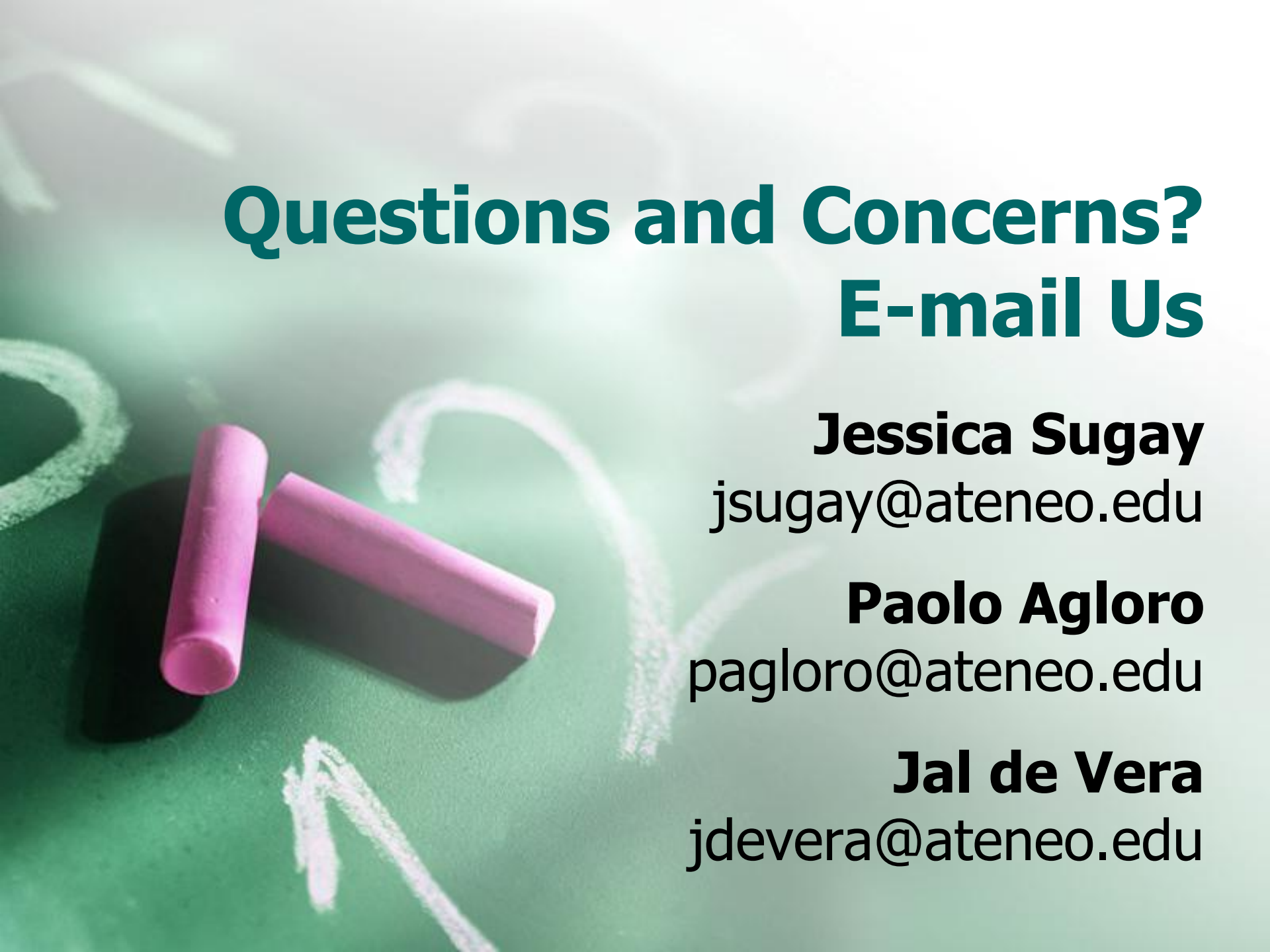
- This is a course on information, knowledge, and the technologies that help us gain access to them. The role of information and information and communication technologies in development are discussed focusing on computers, internet, radio, TV, telephone, and other indigenous information systems.

MIS 189.4 : Applied Technologies in Digital Marketing

- This course invites students to know, understand, and appreciate the basic concepts of digital marketing and its benefits in brand awareness and brand building. It introduces students to the different digital marketing channels, such as search engines, e-mail, blogs, mobile, and more, and how to apply it to various campaigns. It also encourages them to discover emerging trends in digital marketing and to prepare them for the imminent digital revolution.

FA 172.11 : Special Topics in Design Production : iOS Development [ES, IM]

- This is an introductory course in Mobile Applications Development, designed for both computer science and non-computer science majors. A particular mobile application development platform and environment (such as iOS and Xcode) will be employed for the course and students will be taught basic programming concepts and development techniques using the chosen platform. The course will also tackle interface design and project management concepts to enable students to develop complete applications.



Questions and Concerns? E-mail Us

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