

# INFORMATION SCIENCE (IST)

## IST 213 Games and Information: Play, Design, and Collection 3

This course introduces students to fundamental social science concepts and approaches through the lens of games. The course covers what makes games learnable, the information practices and techniques involved in game design and play, and various strategies for preserving games by cultural heritage institutions.

**MAC:** MAC CritThink Soc and BehavSci

## IST 214 Designing Games For Information Activities and Systems 3

This course is an introduction to the theory and practices of the process of designing games and playful experiences, with the emphasis on informing players, and information within the design process.

**Prerequisites:** Information Science Minors, Games Studies Minors, or Information Science Majors. or permission of instructor.

## IST 300 Human Information Behavior 3

Introduction to foundational and core concepts of human information behavior, including models of information seeking behavior, information needs and use, user-centered design, and human computer interaction.

**Prerequisites:** LIS 199 OR LIS 200. Information Science Majors.

## IST 301 Information Organization 3

This course presents the ideas, advantages, and challenges of information organization and creating and ensuring access to information in the 21st century.

**Prerequisites:** LIS 199 OR LIS 200. Information Science Majors.

## IST 304 Project Management in Information Organizations 3

An introduction to modern methods for defining, planning, managing, and controlling substantial projects in information organizations. Computer technology is used to support the efficient management of interdependent activities.

**Prerequisites:** LIS 199. Information Science Majors.

## IST 414 Games, Gamification, and Game Design 3

This course aims to provide students with an in-depth exploration of games, gamification, and game design methodologies across various modalities (board games, role-playing games, video games, and escape rooms) through theory and practice. The course is designed as a participatory studio workshop, where learning occurs through collaboration and experimentation.

**Prerequisites:** IST 213 and/or IST 214. Information Science, Game Studies Minor; or permission of instructor.

## IST 423 Information Storage and Retrieval 3

Examines theories and practical models in system-centered Information Management Systems (IMS). Introduces IMS design, Information retrieval, database systems, storage and manipulation of text, multimedia information and data, and web search engines.

**Prerequisites:** CSC 120 and IST 301. IST Majors.

## IST 436 Website Production and Usability for Information Professionals 3

An overview of a modern web site development for aspiring information professionals with a focus on principals of usable design, and practice using HTML, CSS, and Java to build usable websites.

**Prerequisites:** CSC 120 and LIS 300, or permission of instructor.

## IST 465 Disinformation and Misinformation 3

Course looks at Disinformation and Misinformation in both a historical and modern context with a focus on the role that technology plays in spread and mitigation of these phenomena.

**Prerequisites:** Information Science, or Instructor Permission.

## IST 466 Information Ethics and Policy 3

Covers the ethical, legal, and policy foundations of contemporary information technology and information services.

**Prerequisites:** LIS 199. LIS 300; Information Science Majors.

## IST 467 Structured Intelligence Analysis 3

Structured Intelligence Analysis is designed for information professionals to complement their theory-based courses through a field of application with a scope beyond existing resources that develop a structured process of information "to make judgments on incomplete and ambiguous information" as applied by government and business intelligence communities.

## IST 468 Community Informatics 3

A survey of key concepts in the field of Community Informatics, which focuses on how communities access, learn, and apply information and communications technologies (ICTs). Practical studies in this area consider how social, cultural, political, and economic factors influence the adoption and use of ICTs among members of specific communities.

**Prerequisites:** LIS 199.

## IST 472 Instructional Design 3

Examination of the systems approach to instructional design (ID), which is the process for determining what to teach and how to teach it. Focuses on gaining hands-on experience in instruction and learning. Primary emphasis on developing evidence-based training that is functional, efficient, and appealing.

**Prerequisites:** LIS 199.

## IST 488 Special Topics in Information Science 3

Covers emerging technologies, new trends and issues, and other current developments in the field of information science.

**Prerequisites:** LIS 199. IST Majors Only;

**Notes:** May be repeated up to three times for credit when topic varies.

## IST 490 Independent Study 1-4

Guided readings, research, and individual project work under direction of faculty.

**Prerequisites:** IST majors and permission of the instructor.

## IST 491 Practicum in Information Science 3

Provides a supervised work experience for students in information science.

**Prerequisites:** CSC 120, ERM 410, IST 300, IST 301, IST 304, IST 423, IST 466, LIS 199, LIS 300. Information Science majors;

**Notes:** Graded on S/U basis only.

## IST 498 Capstone in Information Science 3

A culminating experience for information science majors, which requires a field-based project and the development of a graduation portfolio.

**Prerequisites:** Completion of all other degree requirements and permission of instructor.

**Notes:** Grade: Pass/Not Pass (P/NP).