The objective of the IT innovation (ITIN) minor is to provide students with a substantive qualification in information technology to augment their respective major and allow them to be even more innovative as to the application of IT to their learning and career choices.

The ITIN minor will serve all students that have a desire to pursue their academic major and wish to supplement it with an innovative approach of IT to that major.

**Requirements**

A minor in IT innovation may be earned by completing the following **21** hours:

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITIN 1110</td>
<td><strong>INTRODUCTION TO I.T. INNOVATION</strong></td>
<td>3</td>
</tr>
<tr>
<td>ITIN 2220</td>
<td><strong>APPLIED I.T. INNOVATION</strong></td>
<td>3</td>
</tr>
<tr>
<td>CIST 1400</td>
<td><strong>INTRODUCTION TO COMPUTER SCIENCE I</strong></td>
<td>3</td>
</tr>
<tr>
<td>CIST 3110</td>
<td><strong>INFORMATION TECHNOLOGY ETHICS</strong></td>
<td>3</td>
</tr>
</tbody>
</table>

**Electives**

Select 9 hours to include 6 hours of 3000 level or above from the following:

- ITIN 2150 **AUDIO FOR MULTIMEDIA**
- ITIN/MUS 3100 **MUSIC INFORMATICS**
- ITIN 3330 **PRODUCT DESIGN AND DEVELOPMENT**
- MGMT/ITIN 4090 **PRINCIPLES OF COLLABORATION**
- ITIN 4440 **AGILE DEVELOPMENT METHODS**
- ART 3140 **COMPUTER GENERATED IMAGERY**
- ART 3150 **VIDEO ART**
- ART 3160 **GAME DESIGN AS ART**
- ART 3170 **DIGITAL GAME DESIGN**
- ART 4180 **ADVANCED DIGITAL GAME DESIGN**
- CSCI 2850 **PROGRAMMING ON THE INTERNET**
- CSCI 4260 **USER EXPERIENCE DESIGN**
- ISQA 3310 **MANAGING THE DATABASE ENVIRONMENT**
- ISQA 3400 **INFORMATION TECHNOLOGY INFRASTRUCTURE**
- or CSCI 3550 **COMMUNICATION NETWORKS**
- ISQA 3520 **GRAPHICAL USER INTERFACE DESIGN**
- ENTR 3710 **ENTREPRENEURIAL FOUNDATIONS**
- MUS 3170 **INTRODUCTION TO MUSIC TECHNOLOGY**
- MUS 4200 **AUDIO RECORDING TECHNIQUES I**
- MUS 4210 **AUDIO RECORDING TECHNIQUES II**

**Total Credits** 21