ITIN 8000 TECHNOLOGY & INNOVATION-STATE OF THE ART (0 credits)
ITIN 8000 provides a regular forum for IT Innovation graduates students, where the latest developments in the field of IT Innovation are introduced and discussed. The course also functions as a central communication and collaboration hub for graduate students in IT Innovation. Participation is required.
Prerequisite(s)/Corequisite(s): Students in the MS in IT Innovation program may register. Not open to non-degree graduate students.

ITIN 8006 SPECIAL TOPICS IN IT INNOVATION (1-6 credits)
This course is designed to acquaint students with issues which are current to the field or emerging trends in the IT Innovation area. Topics will vary across terms. This course may be repeated, but no topic may be taken more than once. (Cross-listed with ITIN 4000).
Prerequisite(s)/Corequisite(s): Permission of instructor. Additional prerequisites may be required for particular topic offerings.

ITIN 8100 INTERMEDIA (3 credits)
This is an ongoing course that brings together students of the arts and students of scientific disciplines in order to facilitate and promote the creation of intermedia art, and to further explore shared resources, joint research, and exhibition/performance opportunities.
Prerequisite(s)/Corequisite(s): Instructor permission

ITIN 8210 DESIGN SCIENCE AND THEORY DEVELOPMENT (3 credits)
The purpose of this course is to help students understand theory, theoretical contributions, and design science. Students will approach such questions as: What is a theory? What makes a good theory? Why are theories just theories and not laws? What is not a theory? Following this introduction, we explore design science as a research methodology and Information Technology design theories. Ultimately, students create their own new studies around some design concept.
Prerequisite(s)/Corequisite(s): Graduate standing / permission of the instructor

ITIN 8220 DESIGN PROCESS (3 credits)
Inter-disciplinary design teams will work together to design and innovate products of the future. The design projects in the course are developed to directly address a problem brought forward by a technology company in the Omaha area in order to provide students with a design experience that directly impacts real-world product development. Students will focus on the technological (interface), physical (ergonomics) and aesthetic quality of design, and will learn how to conduct rigorous user studies in a laboratory setting. Teams will be cross-disciplinary and consider all aspects of the design, creation, testing, and fabrication of the products.

ITIN 8266 USER EXPERIENCE DESIGN (3 credits)
User experience (UX) design is concerned with the application of user-centered design principles to the creation of computer interfaces ranging from traditional desktop and web-based applications, mobile and embedded interfaces, and ubiquitous computing. This course provides in-depth, hands-on experience with real-world application of the iterative user-centered process including contextual inquiry, task analysis, design ideation, rapid prototyping, interface evaluation, and reporting usability findings. (Cross-listed with CSCI 4260, CSCI 8266, ITIN 4260).

ITIN 8300 RESEARCH FOUNDATIONS (3 credits)
This course serves as an introduction to research literature and research methodology in the innovation and creativity research domain. Students are introduced to skills, methodological issues, and bibliographic resources to enhance their ability in critically evaluating and conducting research in the IT Innovation field. Through a series of readings, in-class discussions, and lectures the student will select and define a research question, explore the various types of research designs and complete a literature review. This course is structured to make research meaningful and significant and enable students to write effectively.
Prerequisite(s)/Corequisite(s): CIST 2500 or equivalent