

# DESIGN AND INNOVATION CONCENTRATION

## Applied Computing and Informatics, Bachelor of Science - Design and Innovation Concentration Requirements

Code	Title	Credits
<b>General Education Requirements - 46 Hours Required</b>		
Minimum of "C-" required		
<b>Fundamental Academic Skills</b>		<b>15</b>
ENGL 1150	ENGLISH COMPOSITION I	
ENGL 1160	ENGLISH COMPOSITION II	
Writing in the Discipline		
CMST 1110 or CMST 2120	PUBLIC SPEAKING FUNDS ARGUMENTATION AND DEBATE	
MATH 1120 or MATH 1100 or MATH 1130 or MATH 1140 or MATH 1300 or STAT 1100 or STAT 1530	INTRODUCTION TO MATHEMATICAL AND COMPUTATIONAL THINKING DATA LITERACY AND VISUALIZATION QUANTITATIVE LITERACY QUANTITATIVE REASONING FOR HEALTHCARE PROFESSIONALS COLLEGE ALGEBRA WITH SUPPORT DATA LITERACY AND VISUALIZATION ELEMENTARY STATISTICS	
<b>Distribution Requirements</b>		<b>31</b>
Natural Science - From two disciplines and at least one lab - 7 hrs		
Social Science - From two disciplines - 9 hrs		
Humanities and Fine Arts - From two disciplines - 9 hrs		
Global Diversity - 3 hrs		
US Diversity - 3 hrs		
<b>MAJOR REQUIREMENTS - 61 Hours Required</b>		
**Course will satisfy UNO's General Education requirement		
^Course requires pre-requisite(s)		
<b>All of the Following:</b>		<b>43</b>
CIST 1010	LEARN AND EARN: COLLEGE AND CAREER SUCCESS	
CSCI 1200	COMPUTER SCIENCE PRINCIPLES (** ^)	
CYBR 1100	INTRODUCTION TO INFORMATION SECURITY (**)	
ACMP 1010	HUMAN-CENTERED COMPUTING (** ^)	
BIOI 1000	DIGITAL HEALTH AND BIOLOGICAL SYSTEMS (**)	
CIST 1600 or CIST 1400	INTRODUCTION TO PROGRAMMING USING PRACTICAL SCRIPTING (^) INTRODUCTION TO COMPUTER SCIENCE I	
ACMP 2000	DATA ANALYSIS AND MACHINE LEARNING	
ACMP 2100	FUND OF SOFTWARE & HARDWARE CONST.	
ACMP 2400	DEVOPS & PLATFORM ENGINEERING	

CIST 2500	INTRODUCTION TO APPLIED STATISTICS FOR IS&T (^)
ACMP 2990	APPLIED COMPUTING AND INFORMATICS SEMINAR (^ taken 3 times for 1 cr each)
CIST 3000	ADVANCED COMPOSITION FOR IS&T (** ^)
ACMP 3100	DATA STRUCTURES FOR INFORMATICS or CSCI 3320 DATA STRUCTURES
CIST 3110	INFORMATION TECHNOLOGY ETHICS (** ^)
ACMP 4980	APPLIED COMPUTING AND INFORMATICS CAPSTONE PROJECT I (^)
<b>Design and Innovation Concentration Courses - 18 Hours Required</b>	
<b>All of the following:</b>	
<b>9</b>	
ACMP 2220	CREATIVITY AND INNOVATION (^)
ACMP 3330	DESIGN METHODS AND PROTOTYPING (^)
ACMP 4260	USER EXPERIENCE DESIGN (^)
<b>Select 9 credit hours from the following:</b>	
<b>9</b>	
SOC 2130	SOCIAL STATISTICS (^)
CSCI 2240	INTRODUCTION TO C PROGRAMMING (^)
ART 2300	WEB DESIGN (^)
ART 3170	DIGITAL GAME DESIGN
ART 4180	ADVANCED DIGITAL GAME DESIGN (^)
ISQA 3900	WEB APPLICATION DEVELOPMENT (^)
ISQA 4130	INFORMATION TECHNOLOGY FOR DEVELOPMENT
ISQA 4900	FULL STACK DEVELOPMENT (^)
MKT 3400	MARKETING INNOVATION (^)
ENTR 4730	NEW VENTURE FORMATION (^)
PSYC 4650	CREATIVITY AND INNOVATION IN ORGANIZATIONS
ACMP 4000	SPECIAL TOPICS IN IT INNOVATION <sup>1</sup>
ACMP 4510	INTERNSHIP IN APPLIED COMPUTING AND INFORMATICS

### ELECTIVES

#Elective hours as required to reach a total of 120 hours

<sup>1</sup> Special topics may only count toward a max of 6 credits in the concentration and the topic must be approved by the concentration.