CIST 1300  INTRODUCTION TO WEB DEVELOPMENT (3 credits)
This course will provide students with a practical introduction to web development. By learning the basic skills needed to develop an interactive website, students will develop an understanding of the web development task and an appreciation of the importance of the Internet in both business and academic environments. Specific technical topics to be covered include XHTML, CSS, the Unix/Linux operating system, web server software, and a programming language. As part of the class, each student will develop a working website.
Prerequisite(s)/Corequisite(s): MATH 1310 or MATH 1220 (or equivalent)

CIST 1400  INTRODUCTION TO COMPUTER SCIENCE I (3 credits)
An introduction to programming within the context of a high level modern programming language. Coverage of fundamental programming concepts and program design; including arrays, user defined types, and objects. This course has a required laboratory component; students must register for a laboratory section when enrolling in lecture.
Prerequisite(s)/Corequisite(s): MATH 1320, and either CSCI 1200 or CIST 1300 with C- or better.

CIST 1404  INTRODUCTION TO COMPUTER PROGRAMMING LABORATORY (1 credit)
A laboratory course to accompany CIST 1400 Introduction to Computer Programming. This requires two contact hours per week.
Prerequisite(s)/Corequisite(s): CIST 1100

CIST 1510  CULTURE AND HISTORY OF VIDEO GAMES (3 credits)
This course is an overview of the history of video gaming; its evolution, genres, and how games and gaming relate to their audience and the world in which we live. Topics include Project Management, HCI, GUI Design, Pattern Language(s), game design, console evolution, gaming/industry milestones, gaming cultures and subcultures, and the profound impact gaming has had on life in the modern world.
Prerequisite(s)/Corequisite(s): Not open to non-degree graduate students.

CIST 1940  INTRODUCTION TO FUNCTIONAL PROGRAMMING (3 credits)
This course provides an introduction to the functional programming language SML. Topics covered are beneficial for a number of courses in the CSCI curriculum including CSCI 2030, CSCI 3660, and CSCI 4220.

CIST 2100  ORGANIZATIONS, APPLICATIONS AND TECHNOLOGY (3 credits)
This survey course provides an introduction to organizations and the role information and information systems play in supporting operations, decision-making, processes, quality management, and strategic activities of an organization. In addition, the course covers management of the IS function, strategic and regulatory issues of telecommunications, and ethical and legal issues.
Distribution: Social Science General Education course

CIST 2500  INTRODUCTION TO APPLIED STATISTICS FOR IS&T (3 credits)
The course emphasizes the function of statistics in information science and technology including topics such as descriptive statistical measures, probability discrete probability, sampling, estimation analysis, hypothesis testing, regression, and analysis of variance. A well-known computer package will be used to support the problem-solving process.
Prerequisite(s)/Corequisite(s): MATH 2040 or MATH 2030 or CSCI 2030.