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 1120 or MATH 1130 or MATH 1220 (or equivalent) with C- or better, or permission of the instructor.

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 lab section when enrolling in lecture.
Prerequisite(s)/Corequisite(s): MATH 1320, and either CSCI 1200 or CSCI 1280 or CIST 1300 with C- or better, or permission of the instructor.

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 our 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 1600 INTRODUCTION TO PROGRAMMING USING PRACTICAL SCRIPTING (3 credits)
Practical scripting is an introductory course using a script programming language. The course covers fundamental scripting concepts and program design such as data types, condition and control statements, and managing program complexity. The focus of the course is on practical applications of scripting in other academic areas, such as automation of tasks, and data visualization.
Prerequisite(s)/Corequisite(s): Not open to students who have completed CIST 1400 and CSCI 1620.

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.
Prerequisite(s)/Corequisite(s): Sophomore standing, or permission of the instructor.
Distribution: Social Science General Education course