IT INNOVATION (ITIN)

**ITIN 1010 ACTIVATING INNOVATION IN SOCIETY (3 credits)**
This course surveys and applies the use of qualitative methods, especially interview-based research, in order to maximize the insight that informs and activates the innovation process, with emphasis on technological innovation.
Prerequisite(s)/Corequisite(s): Not open to non-degree graduate students.
Distribution: Social Science General Education course

**ITIN 1110 INTRODUCTION TO IT INNOVATION (3 credits)**
In almost every modern human endeavor, creativity and Information Technology are essential. In the Internet age, information has become a commodity that is available to everyone. Similarly, current technology has largely become commoditized. Therefore, creating new value is becoming the basis for successful professionals. This course introduces students to tools, techniques, and methods for generating innovative information technology ideas and solutions. It teaches them to think about future possibilities and equips them with the ability to critically evaluate proposed innovations and ideas. The goal of the course is to increase students' ability to creatively solve challenging problems in new ways using information technology. This class is inherently interdisciplinary as it now touches every aspect of modern academic pursuits.
Prerequisite(s)/Corequisite(s): Not open to non-degree graduate students.

**ITIN 2150 AUDIO FOR MULTIMEDIA (3 credits)**
This course provides an overview of audio production techniques as they pertain to multimedia.
Prerequisite(s)/Corequisite(s): Not open to non-degree graduate students.

**ITIN 2220 APPLIED IT INNOVATION (3 credits)**
The course extends the concepts learned in the Introduction to IT Innovation course and focuses on market dynamics and monetizing innovations. It moves past idea generation and focuses on identifying and gathering resources, innovation implementation, sustainable innovation models and how ideas can be monetized. The goal is for students to take their original ideas from concept to initial implementation with thoughts towards commercialization. Upon completing the course, students will have created at least a rudimentary implementation of an original idea and have a defensible plan for how the idea can be monetized.
Prerequisite(s)/Corequisite(s): ITIN 1110 & CIST 1400. Not open to non-degree graduate students.

**ITIN 2990 IT INNOVATION SYMPOSIUM (1 credit)**
The seminar exposes students to information technology innovators from multiple industries and varied backgrounds. It teaches the practical aspects of IT Innovation from those that have done it and are doing it in both research and practice. The purpose is to cause students to reflect on applying innovation to the real-world, connect them to the innovation community and to equip them with best practices and tools to make their innovations a reality.
Prerequisite(s)/Corequisite(s): Enrollment in the IT Innovation Major or IT Innovation Minor. Not open to non-degree graduate students.

**ITIN 3100 MUSIC INFORMATICSS (3 credits)**
Surveys the use of digital music data in the study, composition, performance, analysis, storage, and dissemination of music. Various computational approaches and technologies in music informatics including music information retrieval will be explored and implemented by students. (Cross-listed with MUS 3100).
Prerequisite(s)/Corequisite(s): Successful completion of one of the following three courses satisfies the prerequisite requirement: CIST 1300 or MUS 3170 or MUS 3180. Not open to non-degree graduate students.

**ITIN 3180 DIGITAL SYNTHESIS (3 credits)**
An exploration of the potentials of computer music synthesis. Concepts of music synthesis are presented through the use of a computer, keyboard, and appropriate software. Students create assignments that demonstrate the application of basic techniques. (Cross-listed with MUS 3180).

**ITIN 3330 PRODUCT DESIGN AND DEVELOPMENT (3 credits)**
This course will cover elements and principles of excellent product design and development. The history of design will be reviewed and overarching tenets of design will be introduced. The course will particularly focus on innovation and students will be expected to develop an original concept and create quality designs and low-fidelity prototype implementations of their unique idea. The proposed solutions must be novel and meet a real-world market need. This course will be hands-on and will examine developmental models for innovation.
Prerequisite(s)/Corequisite(s): ITIN 2220. Not open to non-degree graduate students.

**ITIN 4000 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 8006).
Prerequisite(s)/Corequisite(s): Permission of instructor. Additional prerequisites may be required for particular topic offerings.

**ITIN 4090 PRINCIPLES OF COLLABORATION (3 credits)**
Students will work with techniques for team leadership, interpersonal collaboration, consensus-building, creative problem solving, negotiation, facilitation, group process design, collaborative workspace design, and collaboration engineering. Students will gain hands-on experience with collaboration technologies. (Cross-listed with BSAD 8096, MGMT 4090).
Prerequisite(s)/Corequisite(s): Junior standing or permission of instructor.

**ITIN 4260 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 8266).
Prerequisite(s)/Corequisite(s): Required: C- or better in CIST 2500 and junior standing, or by permission of instructor. Recommended: C- or better in CSCI 4250 or ITIN 3330.

**ITIN 4440 AGILE DEVELOPMENT METHODS (3 credits)**
The course presents an introduction to agile development methods for IT application development. Students will also learn Unified Modeling Techniques as they go through the agile iterations. This course is a foundation course for the IT Innovation capstone course.
Prerequisite(s)/Corequisite(s): CSCI 4850 or ISQA 3310. Not open to non-degree graduate students.

**ITIN 4500 INDEPENDENT STUDIES (1-3 credits)**
A variable credit course for the junior or senior who will benefit from independent reading assignments and research type problems. Independent study makes available courses of study not available in scheduled course offerings. The student wishing to take an independent study course should find a faculty member willing to supervise the course and then submit, for approval, a written proposal (including amount of credit) to the IT Innovation Undergraduate Program Committee at least three weeks prior to registration.
Prerequisite(s)/Corequisite(s): Written permission required.
ITIN 4510 INFORMATION TECHNOLOGY INNOVATION INTERNSHIP (1-3 credits)
The purpose of this course is to provide the students with an opportunity
for practical application and further development of knowledge and
skills acquired in the ITIN undergraduate program. The internship gives
students professional work experience and exposure to the challenges and
opportunities faced by professionals in the workplace.
Prerequisite(s)/Corequisite(s): Junior/Senior standing and permission
of School of interdisciplinary Informatics Director. Not open to non-degree
graduate students.

ITIN 4880 SYSTEMS SIMULATION AND MODELING (3 credits)
The course provides an introduction to the modeling and simulation with
special emphasis on decision-theoretic models and rational decision-
making. The ability to make good decisions is key to individuals and
organizations and studying, understanding and improving decisions is
vital to success. Students are given a background into systematic decision-
making processes, and then are introduced to formal methods for decision
modeling and analysis. Building on these foundational models, students
learn how to perform process modeling and optimization. Finally, the course
concludes with a look at psychological biases and traps that may affect
decision-makers. (Cross-listed with ISQA 4880).
Prerequisite(s)/Corequisite(s): CIST 1400, CIST 2500, or equivalent.

ITIN 4980 INFORMATION TECHNOLOGY INNOVATION CAPSTONE
PROJECT I (3 credits)
This course serves as Part 1 of the capstone project for the Information
Technology Innovation program. As such the student will design a prototype
of an IT product or service as well as a business case pertaining to what is
required to launch their project commercially. This effort will be under the
guidance of an advisory committee.
Prerequisite(s)/Corequisite(s): ITIN 4440. ITIN 4980 is for seniors who
are enrolled in the BS in IT innovation degree. Before enrolling in ITIN 4980,
a student must gain approval, from the ITIN Program Committee, of their
Area of Emphasis. Not open to non-degree graduate students.

ITIN 4990 INFORMATION TECHNOLOGY INNOVATION CAPSTONE
PROJECT PART II (3 credits)
This course serves as Part 2 of the capstone project for the Information
Technology Innovation program. Following the designs and business plan
developed in Part I ITIN 4980, the student will create a prototype of an IT
product or service as well as refine and implement the required business
aspects involved in launching their project commercially. This effort will be
under the guidance of an advisory committee.
Prerequisite(s)/Corequisite(s): ITIN 4980. This course is for seniors
who are enrolled in the BS in IT Innovation degree. Not open to non-degree
graduate students.