

BACHELOR OF ARTS GRADUATION REQUIREMENTS

1. Complete a minimum of 120 credit hours of study, at least 60 of which or at least the last two full-time semesters before graduation are at SVU. No more than 9 credit hours will be granted for internship courses.
2. Complete all general education requirements.
3. Complete all requirements of at least one major.
4. Earn a minimum grade point average of 2.00 on all course work taken at the University.
5. Comply with all University standards, regulations, and procedures, from the date of matriculation through the date of final graduation.

BACHELOR'S DEGREE GENERAL EDUCATION REQUIREMENTS (44-58 credit hours)

Writing and Computer Skills (4)

1. ENG 120 College Composition (3)
2. ISD 103 Technology Tools (1) (waived for students who demonstrate comparable skills)
3. Advanced Writing: a paper of at least 3000 words that (a) is written for an upper-division Advanced Writing course, (b) satisfies the style standard in the course's discipline, and (c) accounts for the comments of the instructor

Foreign Language (0-14)

1. Second language proficiency at the intermediate level as demonstrated through completion of a fourth semester foreign language course (202) or above, or through assessment test results. Students with some background in a second language who wish to continue in that language at SVU must take a placement test to determine whether to enroll in 101, 102, 201, 202, or above.

Cultural Heritage (18)

1. One member of each of the following pairs (9 credit hours):
ENG 210 & 215 Literature of Western Civilization
HIS 210 & 215 Western Civilization
PHI 210 & 215 History of Philosophy
2. One member of either of the following pairs (3 credit hours):
ART 210 & 215 Art History
MUS 210 & THE 215 Music & Theatre History
3. Both members of one of the above five pairs (an additional 3 credit hours)
4. HIS 220 American Civilization I (3)

Natural Sciences and Mathematics (10)

1. One general education physical science course from chemistry or physics (3-4)
2. One general education life science course from biology (3-4)
3. One of the general education physical or life science courses must have a laboratory component.
4. One general education mathematics course (or PHI 223 Introduction to Logic: see course description) (3)

Skills for Life (6)

1. Four SER service courses (2) (1 course waived for transfer students with 30-59 credit hours at entry to SVU; 2 courses waived for those with 60 or more credit hours at entry to SVU)
2. Three PER physical activity courses (3)
3. PER 143 Health & Wellness (1)

Electives (6)

1. Two general education courses (3-4 credit hours each) preferably outside of the major in addition to those used to satisfy requirements in other general education categories

This checklist is based on the SVU Catalog 2005-2006. See Catalog for official list of requirements.

COMPUTER SCIENCE MAJOR REQUIREMENTS (32 credit hours)

Information science and multimedia design is for students interested in building interactive distributed software applications including producing and designing multimedia components. As companies demand a well-designed e-commerce web presence, employment opportunities for graduates with Internet development skills are increasing. Students may seek jobs in the private or public sector, in education, or may start their own businesses.

Program Coordinator: Mr. Paul Cheney

MAJOR REQUIREMENTS (36 CREDIT HOURS)

Core (18 credit hours):

- ISD 223 Computer Apps for Multimedia Development (GE) (3)
- ISD 253 Introduction to Computer Programming (3)
- ISD 323 Authoring for the Web (3)
- ISD 353 Analysis and Logical Design (3)
- ISD 423 Advanced Authoring for the Web (3)
- ISD 453 Database Design and Implementation (3)
- ISD 497 Senior Portfolio Exam (0)

Electives I (3 credit hours from among the following):

- ISD 498 Design of Web-Based Instruction (3)
- ISD 499 Senior Practicum/Internship in Information Science and Multimedia Design (3)

Electives II (15 credit hours from among the following, including at least 9 credit hours at the 300-level or above):

- ART 223 Two-Dimensional Design (3)
- BUS 323 Organizational Communication (3)
- ISD 233 Essentials of Video Production (3)
- ISD 236 Traditional and Digital Photography (GE) (3)
- ISD 238 Principles of Instructional Design (3)
- ISD 266 Information Systems Theory and Practice (3)
- ISD 333 Interactive Multimedia (3)
- ISD 336 Digital Video Production (3)
- ISD 367 Networking (3)
- ISD 368 Computer and Network Security (3)
- ISD 375R Topics in Information Science & Multimedia Design (Var.)
- ISD 385R Directed Study in Information Science & Multimedia Design (Var.)
- ISD 399 Practicum/Internship in Information Science & Multimedia Design (1-3)
- ISD 433 Advanced Interactive Multimedia (3)
- ISD 436 Advanced Video Production (3)
- ISD 454 Physical Design & Implementation in Emerging Environments (3)
- ISD 464 Artificial Intelligence Programming (3)

Emphasis: Students may complete an optional emphasis in information science or multimedia design. For the information science emphasis, complete ISD 366, 368, 454, and choose one from among ISD 266, 367, and 464. For the multimedia design emphasis, complete ISD 233, 236, 333, and choose one from among ISD 336, 433, and 436.