INFORMATION TECHNOLOGY ASSOCIATE OF SCIENCE

Information Technology (IT) graduates can work in a great variety of fields and pursuits, including programming, systems analysis and administration, game design, project leadership, web design, technical support and many others. Students earning this degree will receive a solid foundation in computer hardware, software and programming to support small-to-medium sized business needs and have the opportunity to expand their knowledge in any of these areas. As with all programs, students who intend to transfer to a four-year institution should research the transfer institution's requirements and plan to complete with the CSU GE Breadth pattern or IGETC GE pattern.

### Required Courses - Major:

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>BUS 134</td>
<td>Human Relations in Business</td>
<td>3</td>
</tr>
<tr>
<td>CSC 102</td>
<td>IT and Computer Science Career Exploration</td>
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<tr>
<td>CSC 105</td>
<td>Introduction to Linux I</td>
<td>1.5</td>
</tr>
<tr>
<td>CSC 106</td>
<td>Introduction to Linux II</td>
<td>1.5</td>
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<tr>
<td>CSC 109A</td>
<td>IT Support I</td>
<td>1</td>
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<tr>
<td>CSC 109B</td>
<td>IT Support II</td>
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<tr>
<td>CSC 116</td>
<td>Information &amp; Communication Technology Essentials</td>
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<tr>
<td>CSC 117</td>
<td>Computer Network Fundamentals</td>
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<tr>
<td>CSC 220</td>
<td>Introduction to Computer Science</td>
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<tr>
<td>CSC 221</td>
<td>Programming and Algorithms I</td>
<td>3</td>
</tr>
<tr>
<td>CSC 221L</td>
<td>Programming and Algorithms I Lab</td>
<td>1</td>
</tr>
<tr>
<td>CSC 118</td>
<td>Introduction to Information Systems Security</td>
<td>3</td>
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<tr>
<td>CSC 130</td>
<td>Web Design and Development</td>
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<tr>
<td>CSC 134</td>
<td>Web Application Development</td>
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<tr>
<td>CSC 166</td>
<td>Database</td>
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<tr>
<td>CSC 170</td>
<td>Mobile Application Development</td>
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<tr>
<td>CSC 175</td>
<td>3D Modeling and Printing</td>
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<tr>
<td>CSC 180</td>
<td>3D Animation</td>
<td>4</td>
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<tr>
<td>CSC 185</td>
<td>3D Interactive Applications</td>
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<tr>
<td>CSC 210</td>
<td>Computer Organization and Architecture</td>
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<tr>
<td>CSC 210L</td>
<td>Computer Organization and Architecture Lab</td>
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<tr>
<td>CSC 222</td>
<td>Programming and Algorithms II</td>
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<tr>
<td>CSC 222L</td>
<td>Programming and Algorithms II Lab</td>
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<tr>
<td>CSC 240</td>
<td>Discrete Structures</td>
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<tr>
<td>DAM 105</td>
<td>Introduction to Digital Art and Design</td>
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<tr>
<td>DAM 110</td>
<td>Digital Image Manipulation in Adobe Photoshop</td>
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<tr>
<td>DAM 125</td>
<td>Introduction to Desktop Publishing with Adobe InDesign</td>
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<tr>
<td>DAM 150</td>
<td>Introduction to Video Production</td>
<td>3</td>
</tr>
<tr>
<td>DAM 281</td>
<td>Digital Design Using Adobe Illustrator</td>
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<tr>
<td>MTH 210</td>
<td>Calculus and Analytic Geometry I</td>
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<tr>
<td>PHY 220</td>
<td>Physics for Scientists and Engineers I</td>
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</tbody>
</table>

**Total Major Units**: 35

**Total Degree Units**: 60

### Program Level Student Learning Outcomes:

1. Design, implement, and test computer programs, using a variety of tools and methodologies.
2. Use a Linux-based tool chain to develop, host, and maintain programs and services.