

# BACHELOR OF SCIENCE

## 108-BUSINESS INFORMATION TECHNOLOGY (BINT)

- ❖ 108N-OPTION: COMPUTER NETWORK ADMINISTRATION (BTCN)
- ❖ 108S-OPTION: SOFTWARE DEVELOPMENT AND MULTIMEDIA (BTSD)
- 108G-OPTION: GAME DEVELOPMENT (BTGD)

❖ *Options are offered online at [www.rsuonline.edu](http://www.rsuonline.edu)*

The Bachelor of Science in Business Information Technology, Computer Network Administration and Software Development and Multimedia options are designed to meet the growing demand for information technology specialists who are able to communicate effectively and are knowledgeable of business needs. Whereas the Game Development option provides a fundamental level of education focused on preparing student to gain employment in the game development field.

### REQUIRED HOURS ..... 124

#### Communications..... 9

- ENGL 1113 Composition I
- ENGL 1213 Composition II
- SPCH 1113 Speech Communication

#### Social and Behavioral Sciences ..... 9

- History ..... 3
- Select from the following:*
- HIST 2483 American History to 1877
- HIST 2493 American History since 1877
- POLS 1113 American Federal Government ..... 3

#### Social Science..... 3

- Select from the following:*
- ECON 2113 Principles of Macroeconomics
- ECON 2123 Principles of Microeconomics
- PSY 1113 Introduction to Psychology
- SOC 1113 Introduction to Sociology

#### Science and Mathematics..... 11

- Physical Science ..... 4
- Select from the following:*
- CHEM 1315 General Chemistry I
- GEOL 1014 Earth Science
- GEOL 1114 Physical Geology
- GEOL 1124 Physical Geography
- GEOL 1224 Historical Geology
- GEOL 2124 Astronomy
- PHYS 1014 General Physical Science
- PHYS 1114 General Physics I

#### Biological Science ..... 4

- Select from the following:*
- BIOL 1114 General Biology
- BIOL 1134 General Environmental Biology
- BIOL 1144 General Cellular Biology

#### Mathematics ..... 3

- Select from the following:*
- MATH 1413 Introduction to Statistics
- MATH 1503 Mathematics for Critical Thinking
- MATH 1513 College Algebra
- MATH 1613 Trigonometry
- MATH 1715 Pre-Calculus
- MATH 2264 Analytical Geometry & Calculus I

#### Humanities ..... 6

- Select from the following:*
- ART (HUM) 1113 Art Appreciation
- COMM (HUM) 2413 Theatre Appreciation
- ENGL 2613 Introduction to Literature
- HUM 2113 Humanities I
- HUM 2223 Humanities II
- HUM 2893 Cinema
- MUSC (HUM) 2573 Music Appreciation
- PHIL 1113 Introduction to Philosophy

#### Global Studies ..... 3

- Select from the following:*
- BIOL 3103 Plants and Civilization
- ECON 3003 International Economic Issues and Policies
- GEOG 2243 Human Geography
- GERM 1113 Beginning German I
- HIST 2013 World Civilization I
- HIST 2023 World Civilization II
- HUM 3633 Comparative Religion
- LANG 1113 Foundations of World Languages
- MGMT 3033 Conflict Resolution: I'm Always Right!
- NAMS 1143 Native Americans of North America
- NAMS 2503 Cherokee I
- PHIL 1313 Values and Ethics
- POLS 3053 International Relations
- SOC 3213 Minority Groups
- SPAN 1113 Beginning Spanish I

#### Elective ..... 3

*Select three additional hours from the courses listed above and not previously selected.*

**Program Core Requirements .....32**

CS	1213	Introduction to Computing
CS	2223	Programming I
CS	2323	Programming II
CS	3223	Data Modeling
CS	3413	Systems Analysis
CS	3623	Human-Computer Interface Development
IT	1411	Orientation to Computer Technology
IT	2143	Introduction to Networking
IT	2153	Network Operating Systems I
IT	3723	Computer Architecture
IT	4504	Practicum and Capstone

**Computer Network Administration Option .....15**

IT	3153	Network Operating Systems II
IT	4113	Network Routing
<i>Select from the following to equal 9 credit hours:</i>		
IT	3253	Advanced TCP/IP Administration
IT	3753	Network Security
IT	4353	Information Assurance and Security Management
IT	4373	Information Assurance Regulations and Ethics
TECH	3023	Emerging Technologies

**Software Development and Multimedia Option .....15**

CS	3363	Data Structures
<i>Select from the following to equal 12 credit hours:</i>		
CS	3213	Multimedia Development
CS	3333	Object-Oriented Technology
CS	3343	Mobile Application Development
CS	3423	Software Engineering
CS	3523	Distributed Systems Development
CS	4523	Advanced Web System Development
IT	3113	Integrated Applications
TECH	3023	Emerging Technologies

**Computer Network Administration and Software Development and Multimedia Options Support**

**Courses .....24**

ACCT	2103	Accounting I-Financial
ACCT	2203	Accounting II-Managerial
BADM	2843	Business Statistics
ENGL	3113	Advanced Technical Writing
MKTG	3113	Principles of Marketing
MGMT	3013	Principles of Management
MGMT	3423	Management Information Systems

*And select from the following:*

ECON 2113 Principles of Macroeconomics

**or**

ECON 2123 Principles of Microeconomics

**Game Development Option..... 24**

CS	1413	Introduction to Game Development
CS	3213	Multimedia Development
CS	3363	Data Structures
CS	3733	Computer Graphics Programming
CS	3753	Introduction to Modeling and Simulation
CS	3813	Game Programming I
CS	4403	Game Development Seminar

*And select from the following:*

CS 3343 Mobile Application Development

**or**

CS 4523 Advanced Web System Development

**Game Development Option Support Courses ..... 15**

CS	2553	Introduction to 3D Modeling
BADM	2843	Business Statistics
ENGL	3033	Creative Writing for Popular Market
MKTG	3113	Principles of Marketing
MKTG	3313	E-Marketing

**Selected Electives ..... 12**

Electives will be chosen to complete the 124 credit hours required for graduation; six credit hours of the electives must be regarded as liberal arts and sciences.

**Total Credit Hours ..... 124**