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)
   108E-OPTION: ESPORTS (BTES)
   ❖ *Options are offered online at 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. Esports is the fastest growing niche of the gaming industry. Employment opportunities in eSports vary from gamers to writers, bloggers, event planners, team managers, multimedia graphic designers, and social media managers. This option provides an eSports generalized education with both technology and management tracks into the profession.

REQUIRED HOURS **120**
UNIV 1152 The University Experience **2**
Communications..**9**
ENGL	1113	Composition I
ENGL	1213	Composition II
SPCH	1113	Speech Communication

Social and Behavioral Sciences **9**

POLS	1113	American Federal Government	3

History..3
Select from the following:
HIST	2483	American History to 1877
HIST	2493	American History since 1877

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	1104	Principles of Chemistry
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	Introduction to Environmental Science
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.

*Required

Program Core Requirements **35**

CS	1113	Microcomputer Applications
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 **42**

IT	3153	Network Operating Systems II
IT	3333	Cybersecurity Investigations
IT	4113	Network Routing
IT	4353	Information Assurance and Security Management
IT	4373	Information Assurance Regulations and Ethics
IT	4443	Fundamentals of Information and Cybersecurity
TECH	3023	Emerging Technologies
ACCT	2103	Accounting I-Financial
ACCT	2203	Accounting II-Managerial
BADM	2843	Business Statistics
BADM	3113	Business Communications
MGMT	3013	Principles of Management
MGMT	3423	Management Information Systems
ECON	2123	Principles of Microeconomics

Software Development and Multimedia Option **42**

CS	2163	Web Site Design and Development
CS	3363	Data Structures
CS	3213	Multimedia Development
CS	3333	Object-Oriented Technology
CS	3343	Mobile Application Development
CS	3423	Software Engineering
CS	4523	Advanced Web System Development
TECH	3023	Emerging Technologies
ACCT	2103	Accounting I-Financial
ACCT	2203	Accounting II-Managerial
BADM	2843	Business Statistics
BADM	3113	Business Communications
MGMT	3013	Principles of Management
ECON	2123	Principles of Microeconomics

Game Development Option...**42**

BADM	2843	Business Statistics
CS	1413	Introduction to Game Development
CS	2163	Web Site Design and Development
CS	2553	Introduction to 3D Modeling
CS	3213	Multimedia Development
CS	3343	Mobile Application 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
CS	4523	Advanced Web System Development
ENGL	3033	Creative Writing for Popular Market
MKTG	3113	Principles of Marketing

Esports Option **24**

CS	1413	Introduction to Game Development
CS	3213	Multimedia Development
ESPT	1113	Introduction to Esports
ESPT/SPMT	3503	Esports Business Models
PSY	3513	Sports Psychology
SOC	3513	Games and Culture
SPMT	3013	Marketing Sports
TECH	3023	Emerging Technologies

Esports Option Support Courses **15**

BADM	2843	Business Statistics
CS	2163	Web Site Design and Development
MKTG	3113	Principles of Marketing
MKTG	3313	E-Marketing
TECH	3013	Leadership and Decision-Making Skills

Free Electives **0-3**

Electives will be chosen to complete the 120 credit hours required for graduation.

Total Credit Hours **120**