MINOR in Computer and Information Science  

FALL 2006 catalog year

Undergraduate students in CASL, SOM, and SOE, as well as engineering majors in CECS, may pursue a minor in Computer and Information Science.

The minor in Computer and Information Science requires a minimum of 24 credits of CIS courses (with a minimum 2.00 gpa in the courses), which must include the following:

- **CIS 150**  Computer Science I  (4 credits) – [requires Math 115 as co-req]
- **CIS 200**  Computer Science II  (4 credits) – [requires Math 115 as pre-req]
- **CIS 275**  Discrete Structures  (4 credits) – [requires Math 115 as pre-req]
- **CIS 350**  Data Structures and Algorithm Analysis  (4 credits)
- **CIS 300/400-level courses approved by the CIS department**  (8 credits)

That is, a minimum of twelve (12) credits of 300/400-level CIS courses is required for the minor, for which CIS 150, CIS 200, and CIS 275 are pre-requisites.

**CIS Minor – Game Design Option**  (26 credits)

- **CIS 150** (4), **CIS 200** (4), **CIS 275** (4) plus the following CIS courses (14 credits):
  - **CIS 350**  Data Structures and Algorithm Analysis  (4 credits)
  - **CIS 375**  Software Engineering 1  (4 credits)
  - **CIS 487**  Computer Game Design 1  (3 credits)

  Plus one of the following courses for a total of fourteen (14) upper-level credits:

  - **CIS 451**  Computer Graphics  (3 credits)
  - **CIS 479**  Artificial Intelligence  (3 credits)
  - **CIS 488**  Game Design 2  (3 credits)

Engineering majors must take twelve (12) credits of approved 300/400-level CIS courses not otherwise being used for their major. That is, any 300/400-level CIS courses being used for an engineering major cannot be used to satisfy the CIS minor. The same applies to the 14 credits for the CIS Minor – Game Design Option.

Computer Engineering or Electrical Engineering majors may use the following substitutions for the first 12 credits of the minor in CIS:

- ECE 270 (4)  for  CIS 150 (4)
- ECE 370 (4)  for  CIS 200 (4)
- ECE 276 (4)  for  CIS 275 (4)