

INFORMATION TECH AND MGMT (ITM)

ITM 100

Introduction to Information Technology as a Profession

This course introduces students to the steps necessary to analyze a problem in information technology and identify and define the computing requirements appropriate to its solution, with a focus on how to design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs. Students learn to analyze the local and global impact of computing on individuals, organizations, and society. This course leads students to recognize the need for continuing professional development and imparts an understanding of professional, ethical, legal, security and social issues, and responsibilities in information technology. Students write and present, building their ability to communicate effectively with a range of audiences, and work in teams learning to function effectively together to accomplish a common goal.

Lecture: 2 Lab: 0 Credits: 2

Satisfies: Communications (C)

ITM 300

Communication in the Workplace

Review, analyze and practice verbal and written communication formats found in the workplace. Emphasis on developing skills in technical writing and oral presentations using electronic and traditional media. Credit not granted for both ITM 300 and COM 421. INTM 301 may be substituted for this course.

Lecture: 3 Lab: 0 Credits: 3

Satisfies: Communications (C)

ITM 301

Introduction to Contemporary Operating Systems and Hardware I

Students study the basics of computer architecture and learn to use a contemporary operating system. Hardware requirements, hardware components, software compatibility, and system installation topics are covered along with post-installation, storage, security and system diagnosis, and repair. Topics also include discussion of current and future technology industry trends.

Lecture: 2 Lab: 2 Credits: 3

ITM 311

Introduction to Software Development

A broad introduction to object-oriented programming and the related knowledge necessary to program in a contemporary programming language. This would include coverage of an Application Development Kit, a standard integrated Development environment, and the use of GUI components.

Lecture: 2 Lab: 2 Credits: 3

ITM 312

Introduction to Systems Software Programming

Introduces basic concepts of systems programming. Students learn to apply basic programming concepts toward solving problems, create source files and implement header files, work with and effectively use basic data types, abstract data types, control structures, code modularization and arrays. Students will be introduced to object paradigm including, classes, inheritance, and polymorphism applications.

Lecture: 2 Lab: 2 Credits: 3

ITM 497

Independent Study

Special projects.

Credit: Variable

ITM 498

Undergraduate Research Immersion: Team

This course provides a faculty-mentored immersive research experience as a part of a student team. Research topics are determined by faculty mentor's area of research.

Lecture: 0 Lab: 0 Credits: 3