

# B.S. Information Sciences

Guide for course planning for the BSIS Major. Meet with an IS Advisor to confirm requirements. [go.ischool.illinois.edu/BSIS](http://go.ischool.illinois.edu/BSIS)

## General Education Requirements

- Composition I** RHET or CMN or ESL
- Advanced Composition**   
*Take After Comp. I (INFO 303 approved)*
- Western** 1 Course
- Non-Western** 1 Course
- U.S. Minority** 1 Course
  
- Humanities & the Arts**    
*6 Hours Required*
- Natural Sciences & Tech**    
*2 Courses Required*

- Quantitative Reasoning I & II**    
*2 Courses (IS 203, 145, 229, 305 & STAT/IS 107 approved)*
- Social & Behavioral Sciences**    
*2 Courses (Includes: IS 101 & IS 202)*
- Language other than English**   
*Third Level Required*

■ Complete > In-Progress ^Future Registered

GenEds required of all undergraduate students at ILLINOIS, managed by each college (iSchool requirements listed) Some courses count as multiple GenEds and/or in IS Major

## Information Sciences Curriculum

- IS 100** *Exploring the iSchool with a Human-Centered Lens*  
*All students take in their first semester*

## INFORMATION SCIENCES ELECTIVES (30 hr)

**IS (or INFO) Any Level (12 hr. 100 & above):**

### CORE COURSES (12 hr)

- IS 101** *Introduction to Information Sciences*
- IS 202** *Social Aspects of Info Technology (INFO 202)*
- IS 203** *Analytical Found. for Information Problems*
- IS 204** *Research Design for Information Sciences*

### INFORMATION TECHNOLOGY IMPLEMENTATION (6 hr)

- IS 205** *Programming for Information Problems (may sub: CS 101,105,124,125)*
- IS 206** *Intro to Database Concepts & Applications*

### INFORMATION SCIENCES & CULTURE Select One\*(3 hr)

- IS 308** *Race, Gender, & Information Technology*
- IS 309** *Computers & Culture*
- IS 310** *Computing & Humanities*
- IS 311** *Historical Foundations of the Info. Society*

\*Additional Info Sciences & Cultures courses (IS 308, 309, 310, or 311) may be taken – any additional ones will count as IS advanced electives

- [1] IS
- [2] IS
- [3] IS
- [4] IS

**IS Advanced (18 hr. 300/400-level):**

- [5] IS
- [6] IS
- [7] IS
- \*\* [8] IS
- \*\* [9] IS
- \*\* [10] IS

**21 Adv. Hours in IS/INFO**

**\*\*9 ILLINOIS Adv. Hours in IS Electives (must be IS)**

IS Electives may be in one or various Pathways, or areas of interest. See Back

Up to 3 hr. IS "Experiential" may count in IS Electives (IS 189, 199 EE, 389, 249, 400)

## Additional Requirements

**123 Total Hours** Remaining: *In-progress:* Done:  
 21 Adv Hrs.  60 ILLINOIS Hours

**Beginning Term:**

**Expected Graduation:**

FA22	SP23	FA23	SP24	FA24	SP25	FA25	SP26

Notes:

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## Information Sciences (IS) Elective Pathways

There are a number of IS electives to fulfill the 30 hr. requirement. Electives vary each semester in availability.

“Pathways” are areas of interest, & students may focus on one pathway, or across multiple. May align with careers and/or areas of interest. Students do not “declare” a pathway. **Sample courses below** Additional Courses: <https://go.ischool.illinois.edu/BSISpathways>

### Information and Culture

Understand critical, social, and cultural contexts of information science

**Sample jobs:** Digital Asset Coordinator, Information Tech Manager, Project Manager, Technology Consultant, Research Investigator,

IS 145 Mapping Inequalities	IS 357 Introduction to Data Storytelling	IS 411 Information Systems Analysis
IS 265/266 Innovation Illinois/Community	IS 368 Youth Community Engagement	IS 441 Strategic Communication
IS 311 History & Foundations of Info Society	IS 370 Concepts of Behavioral Theory	INFO 325 Social Media and Global Change
IS 324 Social Network Analysis	IS 407 Introduction to Data Science	INFO 326 New Media, Culture and Society
IS 340 Project Management	IS 410 Storytelling	INFO 345 Digital & Gender Culture

### Data and Society

Understand the impact of data in governance, business, culture to educate citizenry in a democracy, and inform policy

**Sample jobs:** Business Intelligence Analyst, Tech Solution Specialist, Training & Knowledge Management Specialist, Privacy Consultant

IS 145 Mapping Inequalities	IS 334 Usable Privacy and Security	IS 424 Social Computing
IS 265/266 Innovation Illinois/Community	IS 357 Introduction to Data Storytelling	IS 430 Foundations Info Processing
IS 305 Program for Info Problems II	IS 370 Concepts of Behavioral Theory	INFO 325 Social Media & Global Change
IS 311 History & Found. of Info Society	IS 407 Introduction to Data Science	INFO 326 New Media, Culture and Society
IS 324 Social Network Analysis	IS 411 Information Systems Analysis	INFO 345 Digital & Gender Culture

### Data Analytics/Data Science

Understand the data life cycle and be able to analyze, interpret, explain, qualify, and contextualize data at scale

**Sample jobs:** Data Analyst, Market Research Analyst, Data Strategy Consultant, Data Governance Analyst, Tech/IT Consultant

IS/STAT 107 Data Science Discovery	IS 417 Data Science in the Humanities	IS 477 Data Mgt., Curation, & Reproducibility
STAT 207 Data Science Exploration	IS 427 Math Found. For Data Analytics	IS 497 Topics in Data Analytics/Data Science
IS 305 Programming for Info Problems II	IS 430 Foundations Info Processing	INFO 407 Intro to Programming Python for DS
IS 327 Concepts of Machine Learning	IS 445 Data Visualization	INFO 427 Data, Machines & the Python
IS 357 Intro to Data Storytelling	IS 446 Systems Analysis & Design	
IS 401 Intro to Network Info Systems	IS 457 Data Storytelling	
IS 407 Introduction to Data Science	IS 467 Ethics & Policy for Data Science	

### Human Computer Interaction (HCI)/User Experience (UX)

Able to build useful and usable information systems

**Sample jobs:** Digital Producer, Web Developer, UX Product Designer, UX Design Innovator, UX Consultant, HCI Researcher

IS 226 Introduction to HCI	IS 401 Intro to Network Info Systems	IS 449 Web Application Development
IS 229 Web Design Fundamentals	IS 406 Cognition in the Wild	IS 459 Mobile Applications
IS 236 User Research & Evaluation	IS 409 Web Technologies & Techniques	IS 464 Information Assurance
IS 316 Design of Usable Interfaces	IS 416 Adaptive Minds & Computers	IS 466 Accessible & Inclusive Technologies
IS 334 Usable Privacy and Security	IS 419 Entrepreneurial IT Design	IS 496 Human-Centered Design & Systems
IS 340 Project Management	IS 429 Web Content Strategy & Mgt.	IS 499 Topics in Web Design & Develop.

### Narrative Design and Game Design

Understand the power of narrative in human society, gain familiarity with storytelling tools and techniques, with professional applications in business, publishing, youth services, curation and the game industry

**Sample jobs:** Video Game Tester, Customer & Product Insights, Game Reviewer, Game Design Trainee, Game Operations Trainee

IS 142 Social History of Games & Gaming	IS 410 Storytelling	INFO 303 Writing Across Media
IS 340 Project Management	IS 424 Social Computing	INFO 326 New Media, Culture, and Society
IS 357 Introduction to Data Storytelling	IS 436 Playful Design Methods	INFO 345 Digital & Gender Culture
IS 368 Youth Community Engagement	IS 441 Strategic Communication	INFO 416 Makerspace: Game Studies
IS 381 Introduction to Literacies for Youth	IS 457 Data Storytelling	INFO 418 Makerspace: Escape Rooms

### Galleries, Libraries, Archives, and Museums (GLAM)

Understand the role of cultural heritage and other memory institutions in our society and become familiar with the practices and professions associated with the collection, organization, preservation, curation and dissemination of information

**Sample jobs:** Manager of Digital Content, Manager of Exhibitions, Digital Asset Manager, Museum Educator, Curator of Exhibits

IS 229 Web Design Fundamentals	IS 368 Youth Community Engagement	IS 420 Community Informatics
IS 304 Advanced Research Design	IS 370 Concepts of Behavioral Theory	IS 426 Museum Informatics
IS 310 Computing in the Humanities	IS 378 Concepts of Behavioral Theory	IS 446 Systems Analysis and Design
IS 311 History Fndts of Info Society	IS 381 Introduction to Literacies for Youth	IS 451 Bibliography of Africa
IS 357 Introduction to Data Storytelling	IS 418 Community Engagement	IS 456 Information Storage & Retrieval