DIGITAL SCIENCES - MINOR

College of Communication and Information
School of Digital Sciences
314 University Library
Kent Campus
330-672-9105
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www.kent.edu/dsci

Description

The Digital Sciences minor is designed to complement a wide range of majors, including computer science, fashion, computer information systems, visual communication design, journalism and mass communication, communication studies.

The minor includes curriculum that focus on developing a content-rich website and on making a web page or software application easier to use. The minor also provides options for students to explore either societal or ethical issues involving technology; explore either design thinking or programming; and explore either security, project management, information management or enterprise architecture.

Fully Offered At:
• Kent Campus

Admission Requirements

Admission to a minor is open to students declared in a bachelor's degree, the A.A.B. or A.A.S. degree or the A.T.S. degree (not Individualized Program major). Students declared only in the A.A. or A.S. degree or the A.T.S. degree in Individualized Program may not declare a minor. Students may not pursue a minor and a major in the same discipline.

Minor Requirements

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credit Hours</th>
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<tbody>
<tr>
<td>DSCI 10010</td>
<td>SOCIETY, CULTURE AND THE DIGITAL SCIENCES</td>
<td>3</td>
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<td>or DSCI 30410</td>
<td>INFORMATION ETHICS AND SOCIAL RESPONSIBILITY</td>
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<tr>
<td>DSCI 10310</td>
<td>MY STORY ON THE WEB</td>
<td>3</td>
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| Programming Elective, choose from the following: 3-4
| CIS 34070 | PROGRAMMING THEORY AND APPLICATIONS                    |              |
| CS 13011 & CS 13012 | COMPUTER SCIENCE IA: PROCEDURAL PROGRAMMING and COMPUTER SCIENCE IB: OBJECT ORIENTED PROGRAMMING |              |
| or CS 13001 | COMPUTER SCIENCE I: PROGRAMMING AND PROBLEM SOLVING   |              |
| DSCI 15310 | COMPUTATIONAL THINKING AND PROGRAMMING                 |              |
| Design Elective, choose from the following: 3
| DSCI 13210 | DESIGN PROCESSES AND PRINCIPLES                        |              |
| FDM 10053 & FDM 10054 | INTRODUCTION TO FASHION TECHNOLOGY and INTRODUCTION TO FASHION TECHNOLOGY LABORATORY |              |
| VCD 13000 | DESIGN: PRINCIPLES, PROCESSES AND PRACTICE              |              |

Digital Sciences Elective, choose from the following: 3

- DSCI 31010 ENTERPRISE ARCHITECTURE
- DSCI 33310 HUMAN-COMPUTER INTERACTION
- DSCI 34410 DIGITAL INFORMATION MANAGEMENT AND PROCESSING
- DSCI 41510 PROJECT MANAGEMENT AND TEAM DYNAMICS (WIC)
- DSCI 41610 DIGITAL SYSTEMS SECURITY

Digital Sciences or Related Area Elective, choose from the following: 1

- CIS 34036 ENTERPRISE SYSTEMS AND BUSINESS PROCESSES
- CIS 34068 SYSTEMS ANALYSIS AND DESIGN
- CIS 44042 NETWORK THEORY AND APPLICATIONS
- CIS 44043 DATA MGMT AND BUS INTELL I
- CIS 44045 INFORMATION SYSTEMS MANAGEMENT
- CIS 44049 NETWORK MANAGEMENT AND CYBERSECURITY
- COMM 35000 COMMUNICATION IN SMALL GROUPS AND TEAMS
- COMM 41000 SPORTS COMMUNICATION
- COMM 43000 COMMUNICATION TECHNOLOGY AND HUMAN INTERACTION
- COMM 45006 MEDIA USE AND EFFECTS
- COMM 45957 LANGUAGE, MEANING AND COGNITION
- CS 33007 INTRODUCTION TO DATABASE SYSTEM DESIGN
- CS 33101 STRUCTURE OF PROGRAMMING LANGUAGES
- CS 33211 OPERATING SYSTEMS
- CS 33223 UNIX TOOLS
- CS 33901 SOFTWARE ENGINEERING
- CS 35101 COMPUTER ARCHITECTURE
- CS 43202 SYSTEMS ADMINISTRATION
- CS 43203 SYSTEMS PROGRAMMING
- CS 46101 DESIGN AND ANALYSIS OF ALGORITHMS
- DSCI 31010 ENTERPRISE ARCHITECTURE
- DSCI 39995 SPECIAL TOPICS IN DIGITAL SCIENCES
- DSCI 49910 EMERGING TECHNOLOGIES IN DIGITAL SCIENCES
- DSCI 49995 SPECIAL TOPICS IN DIGITAL SCIENCES
- ENG 30062 PRINCIPLES OF TECHNICAL WRITING
- ENG 30063 PROFESSIONAL WRITING
- ETEC 47427 TECHNOLOGY AND LEARNING
- GEOG 49070 GEOGRAPHIC INFORMATION SCIENCE
- GEOG 49076 SPATIAL PROGRAMMING
- GEOG 49080 ADVANCED GEOGRAPHIC INFORMATION SCIENCE
- GEOG 49085 WEB AND MOBILE GEOGRAPHIC INFORMATION SCIENCE
- GEOG 49162 CARTOGRAPHY AND GEOVISUALIZATION
- GEOG 49163 CARTOGRAPHY AND GEOVISUALIZATION LABORATORY
- IT 36302 ADVANCED CP PROGRAMMING
- IT 36308 ERGONOMICS IN COMPUTER SYSTEMS
- IT 36310 MULTIMEDIA DEVELOPMENT TOOLS
- IT 36318 SURVEY OF INFORMATION SECURITY, INTERNET FRAUD AND COMPUTER FORENSICS (WIC)
- IT 36320 COMPUTER FORENSICS
- IT 36321 NETWORK FORENSICS
IT 36330  LOCAL AREA NETWORK SECURITY FUNDAMENTALS
IT 42000  SOCIAL MEDIA SECURITY
CIS 34070  PROGRAMMING THEORY AND APPLICATIONS
MGMT 34054  USING INFORMATION SYSTEMS FOR SOLVING BUSINESS PROBLEMS
MGMT 34060  OPERATIONS MANAGEMENT
MGMT 34158  MANAGERIAL AND TECHNOLOGICAL ASPECTS OF HEALTHCARE SYSTEMS MANAGEMENT
MGMT 34165  DYNAMICS OF LEADERSHIP
MGMT 44062  SUPPLY CHAIN MANAGEMENT
PSYC 40445  COGNITIVE PSYCHOLOGY
TECH 33010  COMPUTER HARDWARE FOR ANIMATION
TECH 36302  NETWORKING HARDWARE II
TECH 43050  INVENTIVE PROBLEM SOLVING
TECH 43222  COMPUTER HARDWARE ENGINEERING AND ARCHITECTURE
TECH 46312  WIRELESS NETWORK AND TELECOMMUNICATION SYSTEMS
TECH 46330  VISUAL BASIC PROGRAMMING IN ENGINEERING TECHNOLOGY
TECH 46350  NETWORK MANAGEMENT AND DESIGN TECHNOLOGY
VCD 34004  VISUAL ETHICS
VCD 37000  VISUAL DESIGN FOR MEDIA: ADVANCED
Elective approved by an advisor

Minimum Total Credit Hours: 18

Requests for consideration of another elective should be submitted to the student's advisor in the School of Digital Sciences.

Graduation Requirements

Minimum Minor GPA

2.000

- Minimum 6 credit hours in the minor must be upper-division coursework (30000 and 40000 level).
- Minimum 6 credit hours in the minor must be outside of the course requirements for any major or other minor the student is pursuing.
- Minimum 50 percent of the total credit hours for the minor must be taken at Kent State (in residence).