INFORMATION SCIENCE & ARTS
Bachelor of Arts in Information Science and Arts

Shape the digital landscapes of tomorrow.

Unleash your creative genius and technical prowess in such areas as multimedia design, robotics, game development, system design and interactives experiences with the University of Arizona's Bachelor of Arts in Information Science and Arts (BA IS&A). As a student of the computational arts, you'll immerse yourself in the magic of creative coding and digital storytelling, the intricacies of human-computer interaction, the immersive realms of virtual reality and the subtleties of user experience in one of our fastest growing industries.

At the UArizona College of Information Science, you'll gain the hands-on computational, mathematical and technological foundation you need to analyze and extend the digital world, opening the door to a wide variety of careers at the intersection of information, people and technology.

WHAT YOU'LL LEARN

- Human-centered design, ergonomics and artistic design
- How to evaluate and test methods to validate design decisions
- Creation and communication of evidence-based computational arts solutions
- Information and communication technologies and the societal implications of their use
- How to work in multidisciplinary teams
- Research methods and presentation skills for information science and interactive arts
- Recognition and analysis of ethical and policy concerns raised by new technologies
- Effective communication across cultures and with diverse peoples and groups

CAREER POSSIBILITIES

BA IS&A graduates are ready to excel in a wide variety of in-demand positions, including:

- Audio-visual technician
- Computational art / simulation / installation technician
- Data engineer
- Digital marketing specialist
- Information systems specialist
- Sound engineer
- Systems developer
- User experience designer
- Video game designer
- Web designer

#17
Bachelor's in Information Technology Degree Program
BachelorsDegreeCenter.com

$82K
Average salary for information science and arts bachelor's graduates*

* Average salary for information science bachelor's degree graduates according to PayScale, January 2024.

> *Our Bachelor of Arts in Information Science and Arts cultivates tomorrow's creators. Their mastery of digital environments and tools will channel humanity's vast river of knowledge, emotion and senses into our online worlds.*
>
> — Diana Daly
> Associate Professor of Practice

Ready to shape the digital landscapes of tomorrow?
infosci.arizona.edu/ba-isa

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THE UNIVERSITY OF ARIZONA
College of Information Science

BACHELOR OF ARTS IN INFORMATION SCIENCE AND ARTS

SAMPLE FOUR-YEAR PLAN

120 units are required for graduation. A minor with a minimum of 18 units, or a double major, is required.

In addition to the required foundation, general education and minor or double major courses, BA IS&A students must also meet the following requirements to complete the degree: 15 units of Core Courses; 3 units of Research Methods; 12 units of Computational Arts and Medias; 3 units of Intensive Computing; 3 units of Society; 3 units of Engagement: either independent study, directed research, an internship or ESOC 480: Digital Engagement; and the 3-unit Senior Capstone (ISTA 498).

YEAR 1

FALL		SPRING	
ENGL 101: First-Year Composition	3 units	ENGL 102: First-Year Composition	3 units
MATH (based on placement)	3 units	ISTA 100: Great Ideas of the Information Age	3 units
UNIV 101: Introduction to the General Education Experience	1 unit	General Education: Exploring Perspectives	3 units
General Education: Exploring Perspectives	3 units	General Education: Building Connections	3 units
First-Semester Language	4 units	Second-Semester Language	4 units
TOTAL	**14 units**	**TOTAL**	**16 units**

YEAR 2

FALL		SPRING	
ISTA 116: Statistical Foundations of the Information Age	3 units	ISTA 131: Dealing with Data	4 units
ISTA 130: Computational Thinking and Doing	4 units	Computational Arts & Media Course	3 units
ISTA 161: Ethics in a Digital World	3 units	General Education: Building Connections	3 units
General Education: Exploring Perspective	3 units	General Education: Exploring Perspectives	3 units
Third-Semester Language	4 units	Fourth-Semester Language	4 units
TOTAL	**17 units**	**TOTAL**	**17 units**

YEAR 3

FALL		SPRING	
UNIV 301: General Education Portfolio	1 unit	Computational Arts & Media Course	3 units
General Education: Building Connections	3 units	Computational Arts & Media Course	3 units
Research Methods Course	3 units	Intensive Computing Course	3 units
Computational Arts & Media Course	3 units	Minor Course	3 units
Minor Course	3 units	Minor Course	3 units
Minor Course	3 units	**TOTAL**	**15 units**
TOTAL	**16 units**		

YEAR 4

FALL		SPRING	
Major Engagement Course*	3 units	ISTA 498: Senior Capstone	3 units
Society Course	3 units	Minor Course	3 units
Minor Course	3 units	Additional Elective Course	3 units
Upper-Division Elective	3 units	Additional Elective Course	3 units
Upper-Division Elective	3 units	**TOTAL**	**12 units**
TOTAL	**15 units**		

TOTAL DEGREE CREDITS: 122 UNITS

* Engagement course, such as an internship, may be completed over the summer.

This is a sample plan and is subject to change based on catalog year, placement tests, AP/CLEP credit, transfer work, minor requirements, summer school, etc. The official degree requirements may be found in the University General Catalog and all University of Arizona students should refer to the Academic Advising Report for specific graduation requirements.