

**Information Science and the Arts (B.A.)  
2022 and Beyond Catalog Grad Plan  
(Pima Community College to UArizona)**

**GENERAL EDUCATION**

**COMPOSITION:**

WRT 101 & WRT 102 &

**MATH:**

MAT 142 or MAT 151 or higher

**AGEC-A:** (Complete appropriate PCC Courses)

- Arts and Humanities
- Social and Behavioral Sciences
- Physical & Biological Sciences
- Intensive Writing, Critical Inquiry
- Cultural Diversity (Ethnic/Race/Gender) Awareness
- Global Awareness
- Other Requirements

**SECOND LANGUAGE:**

0-20 units as needed to meet 4<sup>th</sup> Semester Proficiency

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**MAJOR**

**INTRO TO PROGRAMMING: (Take One)**

**PCC Course:** CIS 129

**OR:**

ISTA 130\*: Computational Thinking and Doing

**ISTA CORE: (Take All Four)**

- ISTA 100: Great Ideas of the Information Age
- ISTA 116<sup>^</sup>: Statistical Foundations for the Info. Age
- ISTA 131<sup>a</sup>: Dealing with Data
- ISTA 161: Ethics in a Digital World

<sup>^</sup> ISTA 116 requires MATH 107 or 112.  
<sup>\*</sup> CSC 110 approved substitute for ISTA 130  
<sup>a</sup> ISTA 131 requires ISTA 130.

**RESEARCH METHODS: (Take One)**

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*See UA options on Page 2.*

**COMPUTATIONAL ARTS & MEDIA: (Take Four)**

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*See UA options on Page 2.*

**SOCIETY: (Take One)**

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*See UA options on Page 2.*

**INTENSIVE COMPUTING: (Take One)**

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*See UA options on Page 2-3.*

**ENGAGEMENT, INDIVIDUAL STUDIES, INTERNSHIP & PROJECTS: (Take One - 3 units)**

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- ESOC 480: Digital Engagement
- INFO 392/492: Directed Research
- INFO 493: Internship
- ISTA 491: Preceptorship
- ISTA 391: Tutoring
- ISTA/INFO 499: Independent Study

**SENIOR THESIS/CAPSTONE: (Take One - 3 units)**

ISTA 498: Senior Capstone (3 units)

- 18 units of major courses must be 300-499 level

**MINOR or 2<sup>nd</sup> MAJOR**

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**ADDITIONAL ELECTIVES  
(if needed to reach 120/56/42 UD)**

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	Completed	(UD = 300-499)
Recommend 64 Units (from PCC)	/64	
Required 56 Units (UA)		
Required 120 Total Units (PCC/UA)		
Required 42 UD Units (UA)		

## Information Science & the Arts 2022-23

### **RESEARCH METHODS: (TAKE ONE)**

ESOC 301: Qualitative Internet Research

ESOC 302: Quantitative Methods for the Digital Marketplace

### **COMPUTATIONAL ARTS: (TAKE FOUR)**

ISTA/GAME 251: Introduction to Game Design

ISTA 301: Computing and the Arts

ISTA 302: Technology of Sound

ISTA 303: Introduction to Creative Coding\*

*\*ISTA 130 or CSC 110 or ECE 175 required. Can be Int. Comp or CA. Not both.*

ISTA 329: Introduction to Web Design & Development (formerly ISTA 230)

ISTA 330: Advanced Web Development\*

*\*Requires ISTA 230 and CSC 110 or 130 OR CSC 337. Can be CA or IC. Not both.*

ISTA 401: Designing Installations

ART/FA 432A: Interactivity

ART/FA 437A: Foundation Digital 3D Modeling, Rendering and Rapid Prototyping

ESOC 300: Digital Storytelling and Culture

ESOC 340: Information, Multimedia Design, and the Moving Image

### **SOCIETY: (TAKE ONE)**

ESOC 313: Digital Discourse and Identity

ESOC 314: Theories of New Media

ESOC 315: From Publishing to Papyrus

ESOC 316: Digital Commerce

ESOC 317: Digital Crime

ESOC 318: Disruptive Technologies

ESOC 319: Instructional Technologies

ESOC 325: Contemporary Literature and Digital Media

ESOC 330: Digital Dilemmas

ESOC 477: Information Security

ESOC 478: Science Information and its Presentation

ESOC 495: Special Topics

### **INTENSIVE COMPUTING: (TAKE ONE)**

ISTA 352: Images: Past, Present, Future\*

*\*Can be Intensive Computing or CA. Not both. Not currently offered.*

ISTA 416/516: Intro. to Human Computer Interaction\*

*\*Can be Intensive Computing or CA. Not both*

ISTA 431/531: Data Warehousing in the Cloud

ISTA 320: Data Visualization\*

*\*ISTA 116 or ESOC 214 required.*

ISTA 321: Data Mining\*

*\*ISTA 116 or ESOC 214 required*

ISTA 322: Data Engineering

*\*ISTA 130 or CSC 110 required*

ISTA 350: Programming for Informatics Applications

*\*ISTA 131 and 116 required*

ISTA 424/525: Virtual Reality

*\*ISTA 350 or CSC 210 or GAME 351 required. \*Can be Intensive Computing or CA. Not both.*

ISTA 425:/525 Algorithms for Games

*\*ISTA 350 or CSC 210 or GAME 351 required. \*Can be Intensive Computing or CA. Not both.*

ISTA 451/551: Game Development

*\*ISTA 350 or CSC 210 or GAME 351 required. \*Can be Intensive Computing or CA. Not both.*

ISTA 495: Special Topics

*\*Discuss topic with department*

CSC 337: Web Development

*\*Requires 130 or CSC 110*

GEOG 417: Geographic Information Systems for Natural and Social Sciences

LING 388: Language and Computers

LIS 470: Database Development and Management