# INFORMATION SCIENCE

**Master of Science in Information Science** 

## Launch your future as an information leader.

With subplans in **Human-Centered Computing** and **Machine Learning**, the University of Arizona's on-campus, STEM-designated Master of Science in Information Science (MSIS) equips you with the versatile, cross-disciplinary skills you need to solve society's most critical information challenges.

## The robust and rewarding MSIS program is an excellent way for students to pivot their careers into the dynamic field of information science.

- Cristian Román Palacios, Assistant Professor



Complete your degree is as few as 18 months.

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SUBPLANS: Human-Centered Computing Machine Learning

## \$**98K**

average salary for information science master's graduates\*

\* Average salary for information science master's degree graduates according to Payscale, January 2024.

### WHAT YOU'LL LEARN

- Computational thinking, including decomposition, pattern recognition, abstraction and algorithms
- Data collection, manipulation, analysis and interpretation at different scales
- Interdisciplinary teamwork
- Multimedia and other information communications
- Information and data ethics
- The value of information fields to serve diverse user groups

## **CAREER POSSIBILITIES**

MSIS graduates are ready to excel in a wide variety of in-demand positions, including:

- Application or systems analyst
- Cybersecurity analyst
- Database administrator
- Data scientist or engineer
- Digital repository specialist
- Information architect
- Information security manager
- Information technology manager
- Software developer or engineer
- Web programmer or producer

## Ready to launch your future as an information leader? infosci.arizona.edu/msis

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the university of arizona College of Information Science

## **MASTER OF SCIENCE IN INFORMATION SCIENCE**

#### **SUBPLANS AND CURRICULUM**

30 units are required for graduation. Students select one of two subplans:

## HUMAN-CENTERED COMPUTING SUBPLAN

CORE COURSES	
INFO 505: Foundations of Information	3 units
INFO 516: Introduction to Human Computer Interaction	3 units
INFO 526: Data Analysis and Visualization	3 units
TOTAL	9 units

ELECTIVE COURSES		
Choose 3 courses from the following:		
INFO 501: Designing an Installation		3 units
INFO 524: Virtual Reality		3 units
INFO 525: Algorithms for Games		3 units
INFO 551: Game Development		3 units
INFO 552: Advanced Game Development		3 units
INFO 575: User Interface and Website Design		3 units
	TOTAL	9 units

### **MACHINE LEARNING SUBPLAN**

CORE COURSES		
INFO 505: Foundations of Information		3 units
INFO 521: Introduction to Machine Learning		3 units
INFO 526: Data Analysis and Visualization		3 units
	TOTAL	9 units

#### **ELECTIVE COURSES**

Choose 3 courses from the following:	
INFO 510: Bayesian Modeling and Inference	3 units
INFO 523: Data Mining and Discovery	3 units
INFO 539: Statistical Natural Language Processing	3 units
INFO 550: Artificial Intelligence	3 units
INFO 555: Applied Natural Language Processing	3 units
INFO 556: Text Retrieval and Web Search	3 units
INFO 557: Neural Networks	3 units
TOTAL	9 units

#### **GENERAL ELECTIVE COURSES**

Choose 3 elective courses with the INFO prefix. Up to 2 elective courses may be substituted from other academic units with advisor approval.

TOTAL 9 units

EXPERIENTIAL COURSES		
Complete a total of 3 units of:		
INFO 693: Internship		1-3 units
INFO 698: Capstone Project		1-3 units
	TOTAL	3 units
	DEGREE TOTAL	30 units

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Choose 3 elective courses with the INFO prefix.

*Up to 2 elective courses may be substituted from other academic units with advisor approval.* 

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	DEGREE TOTAL	30 units

The MSIS curriculum is subject to change based on catalog year, transfer work, 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.

In addition to linear math and computer science courses, we recommend that students applying to the MSIS have programming experience in one or more of the following computer languages and/or areas: C, C++ (Object Oriented), Java, Python, Data Structures, HTML, CSS, SQL, Web Programming, R, Julia, MATLAB, TensorFlow, JavaScript, Scala, Git/GitHub, SAS. We offer undergraduate courses that can help remediate deficiencies or you may pursue other courses from UArizona or other institutions. Undergraduate courses taken for remediation purposes may not be applied for graduate credit.