

**BACHELOR OF SCIENCE
POST BACCALAUREATE IN
INFORMATION TECHNOLOGY**

2011-2012

Student's Name _____

Entrance Date _____

B.A or B.S. in _____

From _____

This fifty-two (52) credit program is designed as a four-term sequence for students who enter Point Park University with a B.A or B.S. degree in an area other than Computer Science. A student must complete successfully a minimum of thirty (30) credits in residence in order to receive a Baccalaureate degree from Point Park University.

DEPARTMENT MAJOR REQUIREMENTS 52

___	CMPS	300	Information Tech. for Managers	3
___	CMPS	318	Object Oriented Systems Design and Analysis	3
___	CMPS	320	Web Design and Development	4
___	CMPS	321	User Interface Design and Development	4
___	CMPS	322	Introduction to Programming	4
___	CMPS	325	Introduction to Database Systems	4
___	CMPS	330	Electronic Commerce I	3
___	CMPS	422	Intermediate Programming	4
___	CMPS	425	Advanced Database Systems	4
___	CMPS	444	Security Issues in Info. Tech. Mgt.	3
___	CMPS	452	Introduction to Network Design	3
___	CMPS	480	IT Senior Project	4
___	CMPS	___	_____	3
			(CMPS- Elective)	
___	CMPS	___	_____	3
			(CMPS- Elective)	
___	CMPS	___	_____	3
			(CMPS- Elective)	

Program Objectives

B.S. in Information Technology

Upon successful completion of this program, a student will be able to:

1. Work well with others and with a demonstrated appreciation of individual differences and a sensitivity to diversity. (Teamwork)
 - a. Play different team roles: such as, system analyst, database application developer, tester, user interface designer, programmer.
 - b. Work as a team to design and prototype different components of an information system
 - c. Work as a team to research recent developments in the application of computing technology in the business world.
2. Clearly communicate thoughts and ideas both verbally and in writing. (Communication)
 - a. Document process of designing and prototyping the interface, business, and/or database layers of an information system.
 - b. Participate in a formal presentation to the class and answer any questions that arise.
 - c. Write reports that document specific system components and their effects on stakeholders- i.e. network design and its impact to the customer.
 - d. Research developments in the application of computer technology in a business or e-business environment and report the findings.
3. Apply information technology tools and techniques to meet the needs and expectations of the workplace. (Information Technology)
 - a. Demonstrate the ability to assess software and/or hardware needs in a business environment.
 - b. Develop and demonstrate the ability to design and implement the three layers of an Information system.
 - c. Understand the design and implementation of networks and security systems.
4. Analyze, integrate and communicate complex information to facilitate management decision making. (Decision making/ Problem solving/ Critical Thinking)
 - a. Explain and justify designs based on design principles, patterns and heuristics.
 - b. Analyze system requirements and model program domains.
 - c. Analyze the differences between the internal design of different database systems and how the design differences impact performance issues.
5. Apply theory and practice in solving organizational problems. (Theory and Practice)
 - a. Read and write object oriented code, in Java, that uses classes, inheritance, polymorphism, interfaces, and GUI's
 - b. Read and write analysis and design documentation in the Unified Modeling Language.
 - c. Design and write programs to access relational databases using Java and JDBC
 - d. Design both static and dynamic websites that illustrate the nature of client/server software and design techniques.
 - e. Develop online and/or off line training materials for automated systems.
 - f. Design and implement user interface using Visual Basic.NET.