INFORMATION COMMUNICATIONS TECHNOLOGIES ASSOCIATE OF SCIENCE

Information Communications Technologies (ICT) graduates can work in a great variety of fields and pursuits, including programming, systems analysis and administration, game design, project leadership, web design, technical support and many others. Students earning this degree will receive a solid foundation in computer hardware, software and programming to support small-to-medium sized business needs and have the opportunity to expand their knowledge in any of these areas. As with all programs, students who intend to transfer to a four-year institution should research the transfer institution's requirements and plan to complete with the CSU GE Breadth pattern or IGETC GE pattern.

Required Courses - Major:		**Units**
BUS 134	Human Relations in Business	3
CSC 105	Introduction to Linux I	1.5
CSC 106	Introduction to Linux II	1.5
CSC 116	Information & Communication Technology Essentials	4
CSC 117	Computer Network Fundamentals	3
CSC 220	Introduction to Computer Science	4
CSC 221	Programming and Algorithms I	3
CSC 221L	Programming and Algorithms I Lab	1
Plus 11 additional units selected from the following:		**Units**
CSC 118	Introduction to Information Systems Security	3
CSC 130	Web Design and Development	3
CSC 134	Web Application Development	3
CSC 166	Database	3
CSC 170	Mobile Application Development	3
CSC 175	3D Modeling and Printing	3
CSC 180	3D Animation	4
CSC 185	3D Interactive Applications	4
CSC 210	Computer Organization and Architecture	3
CSC 210L	Computer Organization and Architecture Lab	1
CSC 222	Programming and Algorithms II	3
CSC 222L	Programming and Algorithms II Lab	1
CSC 240	Discrete Structures	3
DAM 105	Introduction to Digital Design	3
DAM 110	Adobe Photoshop	3
DAM 125	InDesign	3
DAM 150	Digital Media	3
DAM 281	Adobe Illustrator	3
MTH 210	Calculus and Analytic Geometry I	5
PHY 220	Physics for Scientists and Engineers I	4
Total Major Units		**32**
Total Degree Units		**60**

Program Level Student Learning Outcomes:

1. Design, implement, and test computer programs, using a variety of tools and methodologies.
2. Use a Linux-based tool chain to develop, host, and maintain programs and services.
3. Design, build, and analyze small Ethernet networks.