



BACHELOR OF ARTS AND BACHELOR OF SCIENCE

***INFORMATION SCIENCE  
AND TECHNOLOGY***

*Information science and technology is using software and hardware to build information systems that optimize computers, software, networks, data, processes and users.*



College of Science and Technology

# **INFORMATION SCIENCE AND TECHNOLOGY**

## **Bachelor of Arts and Bachelor of Science**

### **Program Choices**

Students can choose to pursue a bachelor of arts or a bachelor of science. The BA provides students with a broad background in the technology of information systems. Fundamental concepts in mathematics, programming, object-oriented modeling, databases, software systems analysis and design, computer operating systems and architectures, and networks and communications are stressed in the first two years throughout the program. The BS allows students to delve more deeply into specific technical areas via course electives.

Advanced programming topics, including component-based software development and client-server computing, are also integral parts of the program. Students develop the skills and the knowledge necessary to analyze information problems and to apply current technology to their solution.

### **Electives**

- Client/Server Scripting Languages for Web Development
- Introduction to Digital Forensics
- Computer Systems Security and Networking
- Emerging Technologies and Tools for Enterprise Management
- Ethical Hacking
- IT Process Management
- Seminar on Problems and New Developments
- Testing and Quality Assurance
- Project Management
- Mobile Computing
- IOS Programing

### **Career Options**

IS&T students are widely sought-after by the business world, government, computer services organizations and consulting firms. Opportunities also exist to pursue advanced degrees. Career opportunities are in software development, database administration, systems and business analysis, computer security, software quality control and client-server computing. A wide range of businesses and consulting firms hire graduates as designers and implementers of information systems, testers, analysts and consultants.

### **Faculty Contact**

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### **Research Opportunities**

Real-world, hands-on research means students learn the latest scientific techniques, from the necessary basics to high-tech analysis to potential scientific breakthroughs. Opportunities are available for students to work with faculty in research areas such as large scale computing, bio-informatics and network security. The two-semester capstone project enables students, working in teams, to integrate what they have learned in the classroom by designing and implementing a system to solve a technological problem for a real client.