Hours Remaining: 120
*Approx. amount of hours remaining
*Includes currently enrolled courses

THE UNIVERSITY OF TEXAS AT TYLER
Soules College of Business
Undergraduate Advising 903-566-7363

STUDENT: _____   ID: _____

PHONE: _____   ADVISOR: _____   DATE: _____

Suggested University Core for BS Information Technology students (see catalog) 42 hours
Core complete on transcript from another Texas public institution prior to attending UT Tyler equates to core complete at UT Tyler.

Core Category	Satisfied	Grade I	Grade II	Required Course Prefix & Number (All Core Courses require a "C" or higher) (Course numbers are listed according to UTT; transfer numbers may vary)
Communication				**6 hrs.** ENGL 1301, 1302, 2311; CMST 1315; *HNRS 1352
Math				**3 hrs.** Track specific
Life & Physical Science				**6 hrs.** See Core Curriculum List for Options (Lab Science not required)
Language, Phil. & Culture				**3 hrs.** ENGL 2322, 2323, 2350, 2362, 2363, 2370; HIST 2321, HIST 2322; PHIL 1301, 1304, 2303, 2306, 2331; *HNRS 1351
Creative Arts				**3 hrs.** ART 1301, 1306, 2303, 2304; MUSI 1306, 1313, 2301, 2308; THTR 1301, 1356; *HNRS 2352
History				**6 hrs.** HIST 1301, HIST 1302, HIST 1303
Political Science				**6 hrs.** POLS 2305, POLS 2306
Social Sciences				**3 hrs.** ANTH 2346; CRIJ 1301; ECON 1301, 2301, 2302; GEOG 1313; PSYC 1301; SOCI 1301
Human Expression				**3 hrs.** ENGL 1301, 1302, 2322, 2323, 2350, 2362, 2363, 2370; MCOM 2307; PHIL 2331; CMST 1311; *HNRS 1351, *HNRS 2351
STEM				**3 hrs.** See CORE list for Math/Science options or ALHS 1315

IT CORE: Required Courses – 30 hours ("C" or higher)		Prerequisites	Grade at Completion	Semester to be Taken
COSC 1307	Intro. to Information System Software	None		
COSC 1315 (or 1336)	Program Fund For Non CS Majors	None		
COSC 1337	Object Oriented Paradigm	COSC 1315 or COSC 1336		
COSC 2315	Computer Organization	COSC 1315 & Any MATH		
COSC 3385	Database Design (SPRING)	COSC 1337		**SPRING**
COSC 4325	Data Com & Comp Networks (FALL)	Jr. or Sr. Classification & CIS/IT Major		**FALL**
MANA 3370	Bus. Writing and Oral Presentations	None		
COSC 3315	Social & Professional Issues	COSC 1337		
COSC 4362	Retail Cyber Security (FALL)	None (all LD COSC courses complete)		**FALL**
CSCI 4385	IT Capstone	COSC 3315 and COSC 3385		

Prescribed Track Electives – 30 hours ("C" or higher)	Track Requirement (See Catalog for Prerequisites)	Grade at Completion	Semester to be Taken
	Track 1-		
	Track 1-		
	Track 1-		
	Track 2-		
	Track 2-		
	Track 2-		
	General Track Elective		
	General Track Elective		
	General Track Elective		
	General Track Elective		

Free Electives – 18 hours minimum (Upper or Lower Division)

	Satisfied	Grade I	Grade II	
Elective				**3 hrs. General**
Elective				**3 hrs. General**
Elective				**3 hrs. General**
Elective				**3 hrs. General**
Elective				**3 hrs. General**
Elective				**3 hrs. General**

(Must complete at least 24 of the last 30 Upper-Division credit hours in residence at UT Tyler)

_____   _____
Student Signature   **Advisor Signature**

NOTES – Student is seeking a Bachelor of Science (BS) with a major in Information Technology; must have a minimum of 120 hours (42 UD hours and 45 resident hours for honors eligibility) and a UT Tyler GPA of 2.0+ to be eligible for graduation. International students must have all transient classes approved through the Office of International Programs. _Please see your Advisor for an updated list of electives offered each semester._

BS in Information Technology TRACK Requirements:

30 hours of prescribed track electives are required.
- o Students must complete 18 hours of prescribed track electives in two tracks (9 hours toward each track).
- o Students must complete 12 additional hours of prescribed track electives.

Track Option #1 Cybersecurity
- o COSC 4361 Computer Security Management
- o COSC 4363 Contingency Planning
- o COSC 4364 Cyber Risk Analysis
- o COSC 4367 Cryptography
- o COSC 4388 Digital Forensics
- o CSCI 4362 Ethical Hacking
- o CSCI 4363 Malware Reverse Engineering

Track Option #2 Data Analytics - requires MATH 1342 & MATH 1343 (Statistics I & II)
- o MARK 3311 Principles of Marketing
- o MARK 4340 Consumer Insights
- o COSC 4342 Sports Data Analytics
- o COSC 4347 Business Intelligences and Analysis
- o CSCI 4350 Machine Learning

Track Option #3 Computer Architecture - requires MATH 2312 and MATH 2413 (Precalculus & Calculus I)
- o COSC 2336 Data Structures and Algorithms
- o COSC 3345 Computer Architecture
- o COSC 3355 Operating Systems
- o COSC 4327 UNIX Shell Programming
- o CSCI 4333 Assembly Language Programming
- o COSC 4360 Net-Centric Computing *__If selected in this track, this course must be taken after COSC 4325.__

Track Option #4 Programming - requires MATH 2312 and MATH 2413 (Precalculus & Calculus I)
- o COSC 2336 Data Structures and Algorithms
- o COSC 3325 Algorithm Analysis and Foundations
- o COSC 4335 Artificial Intelligence
- o COSC 4336 Software Development
- o COSC 4340 Comparative Study of Programming Languages
- o COSC 4345 Computer Graphics
- o COSC 4356 Computer Vision
- o COSC 4377 Compiler Techniques
- o CSCI 4332 Modern Programming
- o CSCI 4320 Computational Theory

Track Option #5 Data Management - requires MATH 2312 and MATH 2413 (Precalculus & Calculus I)
- o COSC 2336 Data Structures and Algorithms
- o COSC 4352 Data Mining
- o COSC 4373 Advanced Database Management Concepts
- o COSC 4315 Information and Knowledge Management
- o COSC 4385 Database Mgmt. Concepts *__If selected in this track, this course must be taken after COSC 3385.__

Track Option #6 Entrepreneurship
- o MANA 3311 Fundamentals of Management
- o MANA 3325 Entrepreneurship
- o MANA 4320 New Venture Planning (Availability SPRING-ONLY)

These can be used to fulfill a __general track elective__ but will not apply to a specific track.
- o COSC 3331 E-Commerce Programming
- o COSC 3333 Management Information Systems** **IT/CIS degree plans ONLY**
- o COSC 3375 Systems Analysis and Design
- o COSC 4312 ERP Architecture Using SAP
- o COSC 4370 Internship
- o COSC 4381 Seminar in Computer Science
- o COSC 4390 Topics in Computer Science
- o CSCI 3325 Video Game Development I
- o CSCI 3326 Video Game Development II