Because of the influence and leadership roles we expect graduates to have, our students will be encouraged to develop high moral and ethical standards as well as being conversant with and compliant with professional performance standards.

Professionals in this discipline are also proficient in understanding user needs and communicating technical issues to the organizations and people affected by the computer system. They are "anxiously engaged" in lifelong learning to update their skills in software development, databases, human-computer interaction, computer applications, cybersecurity, and computer application domains. See sot.et.byu.edu/advise/advice/work-experience for more details.

**University Core Requirements:**
- **Religion Cornerstones**
  - Teachings and Doctrine of The Book of Mormon
  - Jesus Christ and the Everlasting Gospel
  - Foundations of the Restoration
  - The Eternal Family
- **The Individual and Society**
  - American Heritage
  - Global and Cultural Awareness
- **Skills**
  - First Year Writing
  - Advanced Written and Oral Communications
  - Quantitative Reasoning
  - Languages of Learning (Math or Language)
- **Arts, Letters, and Sciences**
  - Civilization 1
  - Civilization 2
  - Arts
  - Letters
  - Biological Science
  - Physical Science
  - Social Science
- **Core Enrichment: Electives**
  - Religion Electives
  - Open Electives

**FRESHMAN YEAR**
- **1st Semester**
  - First-year Writing or American Heritage
  - IT&C 101
  - CS 142
  - MATH 112
  - Religion Cornerstone course
  - Total Hours: 15.0

**SOPHOMORE YEAR**
- **2nd Semester**
  - First-year Writing or American Heritage
  - PHSCS 121
  - CS 335
  - IT&C 124
  - Religion Cornerstone course
  - Total Hours: 15.0

**JUNIOR YEAR**
- **3rd Semester**
  - First-year Writing or American Heritage
  - IT&C 366
  - ECON 110 or PSYCH 111
  - Religion Elective
  - Total Hours: 15.0

**SENIOR YEAR**
- **4th Semester**
  - IT&C 447
  - IT&C Technical Elective
  - IT&C Technical Elective
  - Minor / General Elective
  - Total Hours: 15.0

**Graduation Requirements:**
- Minimum residence hours required: 30.0
- Minimum hours needed to graduate: 120.0

*These classes fill both University Core and Program Requirements (24–21 hours overlap)*

*Hist 220 or Pl Sc 110 combined with the required Econ 110 course can fill the American Heritage requirement.*

Note: Students are encouraged to complete an average of 15 credit hours each semester or 30 credit hours each year, which could include spring and/or summer terms. Taking fewer credits substantially increases the cost and the number of semesters to graduate.

Note: IT 447 includes the requirement of 200 hours of approved IT&C work experience (any paid experience involving any of the IT&C domains of computing, which include networking, human-computer interaction, databases, web systems, programming, cybersecurity, and computer application domains). See sot.et.byu.edu/advise/work-experience for more details.
REQUIREMENT 1: Complete 8 courses
- C S 142 - Introduction to Computer Programming 3.0
- C S 235 - Data Structures and Algorithms 3.0
- C S 236 - Discrete Structures 3.0
- *MATH 112 - Calculus 1 4.0

Required courses completed with a C or higher grade:
- IT&C 210B - Fundamentals of Web-Based Information Technology 3.0
- IT&C 293
- IT&C 255
- IT&C 252
- IT&C 124
- IT&C 101
- PSYCH 111
- ECON 110

*WRTG 316 - Technical Communication 3.0

REQUIREMENT 2: Complete 1 course
- ENG T 231 - (Not currently offered) 3.0

REQUIREMENT 3: Complete 1 course
- IT&C 233 - Ethics, Globalization, & Leadership 3.0

REQUIREMENT 4: Complete 13 courses

NOTE: IT&C 210B AND 252 MUST BE COMPLETED WITH A C OR HIGHER GRADE

Prior to enrollment in 300-level IT courses:
- IT&C 101 - Cornerstone: Information Technology & Cybersecurity 3.0
- IT&C 124 - Introduction to Computer Systems 3.0
- IT&C 20A - Fundamentals of Web-Based Information Technology 2.0
- IT&C 20B - Fundamentals of Web-Based Information Technology 2.0
- IT&C 252 - Computer Architecture and Organization 3.0
- IT&C 255 - User Experience Design 3.0
- IT&C 293 - Professional Seminar 0.5
- IT&C 344 - Operating Systems 3.0
- IT&C 347 - Computer Networks 3.0
- IT&C 350 - Database Principles and Applications 3.0
- IT&C 366 - Information Assurance and Security 3.0
- IT&C 446 - Senior Project / Capstone 1 3.0
- IT&C 447 - Senior Projects/Capstone 2 3.0

REQUIREMENT 5: Complete 13.5 hours from the following course(s)

Take the following 3 times:
- IT&C 201R - Seminar 0.5

REQUIREMENT 6: Complete 12.0 hours from the following course(s)

Courses outside of those listed here must be pre-approved by the program:
- IT&C 327 - Digital Communications 4.0
- IT&C 410 - Advanced Web Technologies 3.0
- IT&C 447 - Senior Projects/Capstone 2 3.0

Complete department packet and exit interview.

THE DISCIPLINE:

Information technology (IT), the technical discipline that solves problems using computing resources, will be taught through a combination of strong theoretical course work and practical application to ensure that all three aspects of the technological educational triumvirate (knowing, thinking, doing) are included. IT professionals from this discipline are competent to design computing systems with due consideration of the performance and compatibility aspects of hardware, software, and digital communication and networking. They can visualize, structure, and implement complex technical solutions.

Professionals in this discipline are also proficient in understanding user needs and communicating technical issues to the organizations and people affected by the computer system. They are “anxiously engaged” in lifelong learning to understand and wisely use new technologies as they become available. Broadly educated at the university level, these professionals have acquired balance in their lives and depth of understanding in technology and its relevance in the broader world context.

Because of the influence and leadership roles we expect graduates to have, our students will be encouraged to develop high moral and ethical standards as well as being conversant with and compliant with professional performance standards.