

Applied Computing

Catalog Term: Fall 2019

Total credit hours: 120



FRESHMAN			
FALL	Hr	SPRING	Hr
ENGL 101 * College English I P: See Course Catalog	3	ENGL 102 * College English II P: ENGL 101 with "C" or better	3
MATH 111 College Algebra	3	MATH 123 Trigonometry	3
General Education * Intro S&BS WSUE 102A Intro to Innovation & Technology	3	General Education * Intro S&BS PSY 111 General Psychology	3
COMM 111 * Public Speaking	3	ENGR 220 Applied Analog & Digital Electronics P: MATH 111	3
ENGT 121 Cyber Security Awareness Fall Only	3	ENGT 222 Applied Computing & Networks I Spring Only	3
Total Hours	15	Total Hours	15

SOPHOMORE			
FALL	Hr	SPRING	Hr
PHYS 213 General College Physics 1 P: MATH 112/123	5	Certificate/Technical Elective Note b	3
General Education * Intro Humanities Recommended: PHIL 125 Introductory Logic	3	General Education * Further Study Humanities or S&BS Recommended: PSY323 Social Psychology or PSY 324 Psychology of Personality	3
Certificate/Technical Elective Note b	3	ENGT 324 Applied Web Apps & Database Development P: ENGT 222 Spring Only	3
ENGT 203 Introduction Design Project P: WSUE 102A Fall Only	1	ENGT 322 Applied Programming & Scripting P: ENGT 222 Spring Only	3
ENGT 321 Applied Computing & Networks II P: ENGT 222 Fall Only	3	General Education * Intro Fine Arts	3
Total Hours	15	Total Hours	15

JUNIOR			
FALL	Hr	SPRING	Hr
PSY 301 Psychological Statistics P: PSY 111	3	PHIL 354 Ethics and Computers P: Junior Standing Spring Only	3
ENGT 305 Intermediate Design Project P: ENGT 203 Fall Only	3	ENGT 326 Cyber Operations P: ENGT 222, ENGT 321, ENGT 322 Spring Only	4
PHYS 214 General College Physics 2 P: PHYS 213	5	Certificate/Technical Elective Note b	3
Certificate/Technical Elective Note b	3	Certificate/Technical Elective Note b	3
Certificate/Technical Elective Note b	3	Certificate/Technical Elective Note b	3
Engineer of 2020 Requirement (1 of 3) See notes		Engineer of 2020 Requirement (2 of 3) See notes	
Total Hours	17	Total Hours	16

SENIOR			
FALL	Hr	SPRING	Hr
ENGT 403 Senior Design Project P: ENGT 301 Fall Only	3	Certificate/Technical Elective Note b	3
Certificate/Technical Elective Note b	3	Certificate/Technical Elective Note b	3
Certificate/Technical Elective Note b	3	Certificate/Technical Elective Note b	3
Certificate/Technical Elective Note b	3	Certificate/Technical Elective Note b	3
Certificate/Technical Elective Note b	3		
		Engineer of 2020 Requirement (3 of 3) See notes	
Total Hours	15	Total Hours	12

Notes: Students admitted after fall 2007 must fulfill the Engineer 2020 requirements.

* May be available as an online or hybrid class.

P: Prerequisite

a. Humanities/Fine Arts/Social & Behavioral Science Courses must be from an approved list which appears in the Schedule of Courses and/or the community college Transfer Guides.

b. Technical Electives: ACCT 200:799, BLAW 431 or 600:799, CI 191 or 300:799, CS 194, 211, 238 or 300:799, DS 400:700, ECON 201, 202 or 300:799, EE 282 or 300:799, ENGR 101, 200:799, ENGT 300:799, ENTR 300:799, HMCD 308, IME 255, 258, 258L or 300:799, MART 200:799, MATH 241, 242, 243 or 300:799, MGMT 400:799, MIS 325 or 395 or 400:799, MKT 300:799, PSY 323, 324, 405, 407 or 508AB

Core Certificate: Fundamentals of Information Technology (12 cr) - ENGT 121, ENGT 222, ENGT 321, ENGT 322

Must complete 2 or more Elective Certificates: Cybersecurity Essentials (13 cr) - ENGT 461, ENGT 462, ENGT 463, ENGT 464

Data and Web Security (15 cr) - BADM 161, BADM 162, BADM 163, ENGT 463, ENGT 464, MIS 605, MIS 696

Human Factors in Security and Technology (15 cr) - PSY 323, PSY 405, ENGT 363, ENGT 461, ENGT 463

Cyber-Physical Systems (17 cr) - MATH 242, ENGT 320, ENGT 361, ENGT 462

Game and Simulation Programming (15 cr) - MART 232, MART 332, PSY 508AB, ENGT 371, ENGT 574

Applied Data Analysis (15 cr) - MATH 242, MATH 321, MATH 322, ENGT 572