The Major in Information Systems Courses

About Course Numbers:
Each Carnegie Mellon course number begins with a two-digit prefix that designates the department offering the course (i.e., 76-xxx courses are offered by the Department of English). Although each department maintains its own course numbering practices, typically, the first digit after the prefix indicates the class level: xx-1xx courses are freshmen-level, xx-2xx courses are sophomore level, etc. Depending on the department, xx-6xx courses may be either undergraduate senior-level or graduate-level, and xx-7xx courses and higher are graduate-level. Consult the Schedule of Classes (http://ten-aps.as.cmu.edu/oc/DOCServe.do) each semester for course offerings and for any necessary pre-requisites or co-requisites.

67-100 Information Systems First Year Colloquium
Fall: 1 unit
This IS Colloquium will provide a broad introduction to the Information Systems Program, an exciting program newly joint between Carnegie Mellon’s Dietrich College and Heinz College. The IS Colloquium is open only to first-year IS students and is led by an IS academic advisor who facilitates discussions on the field of IS, the program curriculum, and careers, in addition to co-curricular experiences such as internships and study abroad. Because the flexible nature of the IS program encourages students to explore their own interests, we place an emphasis on highlighting a variety of areas within the field of IS. Guest lecturers will include leaders in IS research including Dietrich and Heinz faculty and IS alumni. Additional speakers include the IS career consultant and various campus representatives. Discussions will include students’ progress in their first semester, as well as guidance in course planning, creating student Spring semester class schedules, and their overall four-year plan.

67-200 Information Systems Research Colloquium
Fall: 1 unit
The Information Systems Research Colloquium will educate students on research opportunities both in IS and beyond. By the end of the course, students should be able to: Articulate the underpinnings of research that looks like at Carnegie Mellon University, and particularly identify the breadth of research opportunities in the field of Information Systems · Demonstrate how to communicate with faculty whose work aligns with individual interests · Describe several career and continuing education opportunities for Information Systems students The Information Systems Research Colloquium is open only to sophomore IS student as well as recent transfer students and is led by an IS academic advisor who facilitates discussions on the various research topics both through IS and other campus constituents.

67-202 The Softer Side of Software
Spring: 6 units
Even the most skilled technologist relies on soft skills to reach their maximum potential in their careers. Beyond hiring and promotions, these skills will help students advocate for themselves and handle a variety of challenging situations. We all struggle with some soft skills areas, but those skills can be identified and improved. This mini course allows students an opportunity to focus on these soft skills in three major areas: building consensus, inspiring change, and embracing confrontation. Students practice soft skills throughout the course, and are expected to participate in reflection journaling, individual and group projects, and discussions about activities, games and simulations in class. An understanding of Information Systems in the enterprise is preferred. This course has some space available to students outside of the Information Systems program.

67-204 Blockchains in Industry
All Semesters: 3 units
Industry experts characterize blockchains as breakthrough technology that has the same transformative power as that of the Internet. Blockchains have the potential to solve a variety of problems that benefit from a decentralized model of trust. This course will help students understand blockchains by exploring various use cases and applications in various industries, including but not limited to finance, insurance, energy, healthcare, real estate, etc.

67-211 Business Oriented Sys::History, Des & Dev-Lens of CoBOL Programming Language
Fall: 6 units
The full title for this course is: “Business Oriented Systems: The History, Design, and Development of Business Systems through the Lens of CoBOL Programming Language. Using computers to process business information began in the early 1960’s. This course examines the technology evolution of business systems from the basic transaction processing of early business systems to today’s event driven, web-based, big data systems. Students explore the unique aspects of business systems such as longevity, maintainability, good information reporting practices, and development methods. Lecture material includes important historical milestones, business systems terminology, and business oriented problem-solving approaches. Students will apply lessons learned in the lectures to programming assignments where they will gain a practical understanding of data representations, persistent storage structures, and algorithms common to business systems. The programming assignments use CoBOL, a standardized language designed for business systems development. Some minimal programming experience in any language is necessary. Good listening skills and class interaction are required.

67-220 Digital Accessibility - Ensuring Universal Access to the Information Society
Fall: 9 units
Digital accessibility addresses a user’s ability to easily access an electronic document, a website, or a computer application unhindered by visual, auditory, motor or cognitive impairments or temporal disabilities arising from age, illness etc. Students who takes this course will gain a deep understanding of the diverse problems faced by people with disabilities in their interactions in a digital space and how the use of assistive technologies help them surmount the related accessibility barriers (CT1 and CT3). They will learn about inclusive design principles and how to author content with consideration of design decisions that impact digital accessibility. Besides gaining an understanding of user-centered design principles, the students will learn how to apply Web Content Accessibility Guidelines (WCAG) to design and develop a website (CT2). To cap it, students will learn how to test, evaluate and report conformance of a website with usability principles and accessibility standards. (CT3)

67-240 Mobile Web Design & Development
Fall and Spring: 9 units
The Mobile Web Design and Development course provides a solid web design and development foundation focusing on responsive, user-centered design, and client-side components. Throughout the course, students work with HTML5, CSS3, Twitter Bootstrap, and JavaScript, and learn how the various web components function together. The course utilizes a hands-on approach to guide students through learning and understanding the design and development process. In this course, students work on in-class activities, individual assignments and a group project with a client using the current standards and best practices of web design and development. This course is primarily designed for students with minimal technical experience. By the end of the course, students will be able to plan, design, and implement a basic functioning mobile website/app.
Prerequisites: 15-110 Min. grade C or 15-112 Min. grade C or 15-104 Min. grade C

67-250 The Information Systems Milieux
Spring: 9 units
Information systems (IS) are changing work practices, reshaping organizations, transforming cultures, and giving new meaning to the ways we see the world. This course is designed to help students understand the role of IS in the enterprise and the means by which these systems are created, utilized and maintained. The course will focus on enterprise information architecture including the components of enterprise strategy, business, application, information, and infrastructure layers. This course provides not only a framework for understanding information systems, but also a language to identify their dynamic complexities and interdependencies.

67-262 Database Design and Development
Fall: 9 units
Data driven decision making is a core process of organizations. In this class students will study the principles of database management systems, their design, and development. Recent alternatives to the classical relational model will also be examined. This course is a required professional core course and is open only to sophomores in the IS major who have completed 67-250 or equivalent.
Prerequisites: 15-121 or 15-122 or 15-112
67-265 Design Fundamentals: Shaping Interactions and Experiences  
Fall: 9 units  
This course offers hands-on experience based on theoretical grounding  
linked to fundamental design practices. The first fundamental idea is  
stakeholders need an interesting and organized pre-task environment  
as a precursor to engaging with a task. A pre-task environment is one  
that invites stakeholders to engage with and stay in a designed space  
because they can see that they will enjoy performing tasks that meet their  
goals. This useful, usable, and desirable task environment is developed by  
exploring compositional guidelines, color theory, and basic typography.  
With pre-task knowledge in hand, students explore meaning-making that  
emerges through the synthesis of image, word, and typography as they  
design and prototype interactive solutions to problems that real users  
face, employing user studies and usability evaluations to create effective  
solutions.

67-272 Application Design and Development  
Spring: 12 units  
This course provides students with the concepts and techniques to  
design and develop software applications, and to understand the design  
process. Students will learn the importance of user-centered design and  
will develop a prototype of a web application as a course project. In the  
process of developing the application, students will learn how to design  
and create relational databases, how to acquire competency in new  
programming languages quickly, how to use the Model-View-Controller  
pattern to develop software applications, how to ensure technical quality  
in software development, and how to apply principles of user-centered  
design. This course is a required professional core course and is open only  
to sophomores and juniors in the IS major who have completed 67-250 or  
equivalent.  
Prerequisites: (15-121 or 15-122) and 67-262

67-279 Introduction to Geographical Information Systems  
Intermittent: 6 units  
Geographical Information Systems (GIS) allow us to visualize information  
that uses location. Through displaying layers of information in computer  
generated maps, we can see, analyze, understand and explore spatial  
patterns and relationships in new and novel ways. People in many  
different fields use Geographical Information Systems in their work: for  
visualizing the environment, human development, demographics, traffic and  
transportation, public health and many more. In this course, students will  
learn the basics of GIS through hands-on experience with popular mapping  
tools. Sources of data, principles of coordinate and projection systems and  
elementary geo-analysis techniques will be included. Upon completion of  
the course, students will have the background to begin using GIS techniques  
in their own areas of interest and will be prepared for further study in  
advanced GIS courses.

67-285 Across the Universe from Intelligent Agents to Users  
Spring: 9 units  
The goal of this course is to introduce students to how intelligent agents  
and similar systems impact and are perceived by users. In this course, we  
explore different dimensions relating to intelligent agents’ design, usability,  
and user perceptions such as humanness, trust, privacy, bias, human  
values, emotions, and so on. To do so, we review research articles at the  
intersection of Information Systems, Psychology and Artificial Intelligence.  
The course aims to introduce students to the research process and equip  
them with the necessary tools to design and explore research questions that  
address pressing issues in the realm of user-agent interaction.

67-306 Special Topics: Management of Computer and Information  
Systems  
Spring: 6 units  
The course provides the overall knowledge of how Information Technology  
departments are managed in organizations of all sizes. It is about the  
technology people, the necessary best practice processes, and how  
innovation occurs transforming organizations in the way they operate and  
compete.

67-309 Special Topics: Information Assurance and Security  
Fall: 6 units  
Special Topics: Information Assurance is an introduction course for  
Information Systems students that focuses on information security  
concepts. This course will be a broad introduction to many aspects of  
information security that affect computer systems, your everyday life on  
the internet, your activities - and those of others, and the practices of  
all organizations using and building information systems. You will learn  
an introduction to the practice of securing information systems, how  
organizations manage risk to their information assets, what threats there  
are to the security of an information system, strategies for organizational  
resilience, applicable US cyber laws, and how organizations respond to  
real incidents. You will hear about some of the most pressing cyber incidents  
that have shaped the way security is performed by organizations on the internet  
today, and you will participate through class discussions and homework  
analyzing important recent cyber issues, real incidents, and internet-  
wide events. By the end of the class you will be able to analyze systems  
for security using the language of security professionals and analyze the  
implications of real world attacks on security systems by applying core  
information security concepts.  
Prerequisites: 15-112 or 15-110

67-315 A Web For Everyone  
Intermittent: 9 units  
This course provides a strong foundation in user-centered design and  
the engineering of web accessibility. The student will gain expertise in  
methodologies and toolkits for designing, prototyping, and evaluating a  
web site ensuring that the content is equally accessible to people with  
disabilities. Upon successful completion of this course, the student will  
be able to discuss standards and metrics for use in web development projects  
and be proficient in different stages of the project life cycle including data  
gathering methods, analysis techniques, requirements specifications,  
application of universal design principles, prototyping, and testing for  
usability and WCAG (Web Content Accessibility Guidelines) compliance.  
A term-long individual project will involve analysis of an organization's website  
for compliance with WCAG 2.1 guidelines, design and development of an  
Improved prototype, and usability studies of the prototype  
Prerequisites: 67-272 or 67-240

67-319 Global Technology Consulting Groundwork  
Spring: 3 units  
This course is by invitation only for participants in the Technology  
Consulting in the Global Community program. For information on the  
program and how to apply, see http://cmu.edu/tcingc.

67-328 Full-Stack Application Development  
Fall: 9 units  
Web 2.0, Mashups, Mobile Apps, and Cloud Computing are just a few of the  
top terms people are using to describe emerging technologies for building  
complex, distributed applications. Protocol standards, web services, open-  
APIs, increasingly more powerful mobile devices, and the Internet have  
enabled new possibilities for weaving complex applications using globally-  
distributed data and computing resources. Application development has  
largely left any single computer, and is distributed across a wide range of  
hardware and software platforms. This class will explore these developing  
technologies and models for structuring their complexity, while building  
projects that go from mobile to the cloud. Prerequisite: 67-272 (with “C” or  
higher) or permission of instructor.  
Prerequisites: 67-272 Min. grade C or 67-240 Min. grade C

67-329 Contemporary Themes in Global Systems  
Fall: 9 units  
Globalization and outsourcing of information systems (IS) is a mainstay of  
the business environment. The decision to outsource software services to  
providers in distant places has many risks and thus careful management of  
critical success factors is essential. Likewise, products and services are  
being developed and delivered by teams of people in diverse locations  
working together. Management of these sourcing models and human  
capital relationships will be an increasingly important skill for students  
expecting to fully participate in the emerging IS marketplace of the 21st  
century. This course introduces the effective fundamentals of global  
project management and the mechanics of sourcing arrangements  
including offshore outsourcing. Students will also examine the effects of  
human diversity and cross-cultural considerations in the creation, use and  
management of information systems.

67-331 Technology Consulting in the Global Community  
Fall  
This course is by invitation only for participants in the Technology  
Consulting in the Global Community program. Admitted ONLY BY Permission  
of Instructor
67-338 Information & Grid Design
Fall: 9 units
Whether you create, oversee, or want practice in solving problems through grid systems for websites, responsive applications, slide presentations, or data visualizations, this course provides the skills needed to communicate using the interplay of image, text, and typography in grid environments.

67-364 Practical Data Science
Spring: 9 units
From empirical, to theoretical, to computational science, we are at the dawn of a new revolution—a fourth paradigm of science driven by data. Like archaeological remnants, data, by its very nature, is a marker of what happened in the past. How can data be used to better understand this past and what is happening in the present? How can data be leveraged to forecast what will happen in the future? Better still, how can data be used to mold what should happen in the future? In this course we will study descriptive, predictive, and prescriptive methods by which data can be used to gain insight and inform actions of people and organizations. The real excitement of data science is in the doing. This is an application oriented course requiring skill in algorithmic problem solving. We will use Python based data science tools. While prior programming experience with Python will be helpful the course will strive to be self-contained. If you have not programmed in Python before, you need to be comfortable programming in some language (e.g., Ruby, R, Java, C++) and will need to come up to speed with the Pythonic way of problem solving.
Prerequisites: (36-201 Min. grade C or 36-200 Min. grade C) and 15-112 Min. grade C

67-373 Information Systems Consulting Project
Spring: 12 units
In this course, students design and implement a usable information system for a client. The client may be affiliated with the university, government, business, or non-profit agency. Students will be assigned to teams to work on these projects, and will produce operational, fully documented and tested, computer-based information systems. The projects will be supervised by CMU faculty and, when possible, by project clients.
Prerequisite: 67-272

67-380 Information Systems Security
Intermittent: 9 units
This course is an introduction to information systems security for the IS student. The course will introduce the student to fundamental concepts in information system security, including operational issues, planning, and design. Topics will include confidentiality, integrity, and availability; risk; access controls and access control frameworks; security policies; authentication strategies and issues; auditing; using cryptography; security design issues; controlling information flows; malicious logic; and applying security principles.

67-390 Independent Study in Information Systems
Fall and Spring
Independent studies are opportunities to engage in research with an IS faculty member to advance your learning in certain areas of interest. Information Systems students may enroll in independent study for 3, 6, 9, or 12 units of academic credit by obtaining an IS faculty sponsor who will oversee the academic component of the coursework, monitor progress, and assign a final grade. This is available by Special Permission.

67-391 Independent Study in Information Systems
Fall and Spring
Independent studies are opportunities to engage in research with an IS faculty member to advance your learning in certain areas of interest. Information Systems students may enroll in independent study for 3, 6, 9, or 12 units of academic credit by obtaining an IS faculty sponsor who will oversee the academic component of the coursework, monitor progress, and assign a final grade.

67-393 Guided Research in Information Systems
All Semesters
This course is for team-based research with an IS faculty member. Upon prior approval by the faculty member, students may enroll for 3, 6, 9, or 12 units.

67-410 Clinical Data Science
Intermittent: 9 units
This course is designed as an introductory course in Critical Care Data Science, providing an introduction to the tools and techniques of data science, specifically focused on clinically relevant critical care. Electronic Medical Records; Common Data Models for Clinical Data; SQL Querying; Computational Phycography; Common Machine Learning Techniques (Supervised; Unsupervised; Reinforcement Learning); and Reporting Clinical Data Science Research.

67-443 Mobile Application Design and Development
Fall: 12 units
This course provides students with the concepts and techniques to design and develop innovative mobile applications. Students will develop a series of smaller mobile applications in weekly lab sessions (using either iOS or Android frameworks). In addition, student teams will build a larger mobile application, as part of a semester-long project, that fills a demand not effectively met in the current market. In the process of developing these applications, students will gain a strong understanding of mobile application development, mobile-centered design, the process of creating and testing innovative application design, and larger principles of software engineering. In weekly labs, students can choose either the Swift/iOS or Kotlin/Android track to complete course work, but lectures will primarily use Swift to illustrate larger points of software architecture and engineering. This course is open only to seniors in the IS major who have completed 67-373 or by special permission of the instructor.
Prerequisites: 67-373 and 67-272

67-490 Practicum in Information Systems
Fall and Spring
Practical experience in Information Systems.

67-738 Information & Grid Design
Fall: 9 units
Whether you create, oversee, or want practice in solving problems through grid systems for websites, responsive applications, slide presentations, or data visualizations, this course provides the skills needed to communicate using the interplay of image, text, and typography in grid environments.

67-743 Mobile Application Design and Development
Fall: 12 units
This course provides students with the concepts and techniques to design and develop innovative mobile applications. Students will develop a series of smaller mobile applications in weekly lab sessions (using either iOS or Android frameworks). In addition, student teams will build a larger mobile application, as part of a semester-long project, that fills a demand not effectively met in the current market. In the process of developing these applications, students will gain a strong understanding of mobile application development, mobile-centered design, the process of creating and testing innovative application design, and larger principles of software engineering. In weekly labs, students can choose either the Swift/iOS or Kotlin/Android track to complete course work, but lectures will primarily use Swift to illustrate larger points of software architecture and engineering.
Prerequisite: 95-712

67-750 Information Systems Internship
Intermittent
This course is offered only at Carnegie Mellon's campus in Qatar. The practicum in information systems allows students interested in applying skills acquired in the field of information systems in the context of a working environment. Students will complete a project and be accountable to a stakeholder that is external to their program of study. They may shadow and observe practices in the field of information systems, and also perform tasks as assigned. A hands-on experience is expected. By completing this course, students practice desirable skills for employability, such as time management, project management, team work, and professional development.

67-753 Mobile Application Design and Development
Fall: 12 units
This course provides students with the concepts and techniques to design and develop innovative mobile applications. Students will develop a series of smaller mobile applications in weekly lab sessions (using either iOS or Android frameworks). In addition, student teams will build a larger mobile application, as part of a semester-long project, that fills a demand not effectively met in the current market. In the process of developing these applications, students will gain a strong understanding of mobile application development, mobile-centered design, the process of creating and testing innovative application design, and larger principles of software engineering. In weekly labs, students can choose either the Swift/iOS or Kotlin/Android track to complete course work, but lectures will primarily use Swift to illustrate larger points of software architecture and engineering.
Prerequisite: 95-712