

INFORMATION SCIENCES AND TECHNOLOGY, A.S. (INFORMATION SCIENCES AND TECHNOLOGY)

Begin Campus: World Campus, University Park

End Campus: World Campus, University Park

Program Learning Objectives

1. **Know the System Development Lifecycle (SDL):** Demonstrate knowledge of the SDL by applying its methods to network projects and various networking hand-on lab exercises.
2. **Know Networking Systems and Industry Methods:** Demonstrate ability to apply various industry standards in networking, server maintenance, and hardware standards.
3. **Use Information Sciences Theory/Practice:** Use management theory and information technology processes in managing networks. Which includes best practices for network and infrastructure design, development, and implementation.
4. **Manage Network Systems:** Demonstrate knowledge of designing and management various networking systems.
5. **Know Security Risk Factors:** Demonstrate knowledge technology risk factors for networks, servers, various hardware components and their impact on technology systems. Having the ability to secure various networks, using the latest industry standards and best practices, design, develop, and implement (i.e. securing hardware, software compliance, etc.).