INFORMATICS (INFO)

INFO Class Schedule (https://courses.illinois.edu/schedule/DEFAULT/DEFAULT/INFO)

Courses

INFO 102  Little Bits to Big Ideas  credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/INFO/102)
Broad introduction to the nature, capabilities, and limitations of computing. Topics range from the way data is represented and stored, to the way today's computers work, to the general ideas of algorithms and computational efficiency, to the future of computing. Covers "Great Ideas" across various areas of the field, including, for example, cryptography and internet security, problem solving, modeling and simulation, and artificial intelligence. Same as CS 102.
This course satisfies the General Education Criteria for: Quantitative Reasoning I

INFO 199  Undergraduate Open Seminar  credit: 1 to 3 Hours. (https://courses.illinois.edu/schedule/terms/INFO/199)
May be repeated in separate terms to a maximum of 6 hours. Prerequisite: Consent of instructor.

INFO 202  Social Aspects Info Tech  credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/INFO/202)
Explores the way in which information technologies have and are transforming society and how these affect a range of social, political and economic issues from the individual to societal levels. Same as IS 202 and MACS 202. Prerequisite: Sophomore standing.
This course satisfies the General Education Criteria for: Social Beh Sci - Soc Sci

INFO 303  Writing Across Media  credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/INFO/303)
The ability to communicate effectively in multiple types of media is a crucial part of literacy in our society. In this course, students will explore the intersections of various media: print, film, images, sound, etc. Students will consider the ways in which writing--as an object and as a practice--is shaped by multimodal interactions. Also integrates practical activities with broader theoretical issues in order to provide effective strategies for designing multimedia presentations, projects, and texts that integrate photography, video, and sound. Same as WRIT 303.
This course satisfies the General Education Criteria for: Advanced Composition

INFO 310  Computing in the Humanities  credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/INFO/310)
Same as IS 310. See IS 310.

INFO 325  Social Media and Global Change  credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/INFO/325)
Same as EPS 325, AFST 325, ASST 325, EURO 325, LAST 325, REES 325, and SAME 325. See EPS 325.

INFO 326  New Media, Culture & Society  credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/INFO/326)
Same as MACS 326. See MACS 326.

INFO 345  Digital & Gender Cultures  credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/INFO/345)
Same as GWS 345, MACS 345, and SOC 345. See GWS 345.

INFO 390  Special Topics  credit: 1 to 3 Hours. (https://courses.illinois.edu/schedule/terms/INFO/390)
Explores a variety of informatics topics. Topics and prerequisites vary by section; see current Class Schedule for details. May be repeated up to 6 hours if topics vary.

INFO 399  Individual Study  credit: 0 to 3 Hours. (https://courses.illinois.edu/schedule/terms/INFO/399)
Individual study in a subject related to informatics not covered in normal course offerings. Approved for Letter and S/U grading. May be repeated in separate terms to a maximum of 6 hours.Prerequisite: Consent of instructor.

INFO 403  Game Design: Virtual Worlds  credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/INFO/403)
Principles of game design, game theory, and current video game technologies. Topics include theory of game design (interaction, play, etc.), story crafting, game engines, graphics, physics simulations, AI simulation, world design, play testing, multi-player interaction models, and user interface design. Students will apply theoretical concepts taught during lectures to a semester-long video game design project of their choosing. All students must participate in the completion of a group design project. The project involves the design and creation of a multi-player, 3D video game using an existing platform/framework/engine. Students must work in groups (of 4 - 6 students) on the project. Groups will need to meet outside of class, as well as in class, to complete the project. Groups will present their game projects for workshops during the semester and at the end of the course. The class format is lecture, labs, individual and group activities, and discussion. Class participation is required. 3 undergraduate hours. 3 graduate hours. Prerequisite: Consent of instructor.

INFO 490  Special Topics  credit: 1 to 4 Hours. (https://courses.illinois.edu/schedule/terms/INFO/490)
Topics of current interest. 1 to 4 undergraduate hours. 1 to 4 graduate hours. May be repeated if topics vary. Prerequisite: Consent of instructor. Other prerequisites as specified for each topic offering. See Class Schedule.

INFO 491  Ugrad Bioinformatics Seminar  credit: 0 to 2 Hours. (https://courses.illinois.edu/schedule/terms/INFO/491)
Introduces the field of bioinformatics and computational biology. Same as CPSC 491 and IS 483. 0 to 2 undergraduate hours. No graduate credit. Approved for Letter and S/U grading. May be repeated in separate terms to maximum of 2 undergraduate hours. Prerequisite: Consent of instructor.

INFO 500  Orientation Seminar  credit: 0 or 1 Hours. (https://courses.illinois.edu/schedule/terms/INFO/500)
A broad introduction to faculty research in each Informatics Area. Consists of weekly presentations by Informatics faculty highlighting their recent research, practice, and related concepts. Approved for S/U grading only. May be repeated in separate terms to a maximum of 2 hours. Prerequisite: Graduate standing in any field.

Information listed in this catalog is current as of 06/2018
INFO 510  Research Practicum  credit: 4 Hours.  
A one semester directed research project supervised by a member of the informatics faculty in the student’s area of specialization or closely related area. These are intended to be practical research, not just literature surveys, and must have a definite output such as a paper or demonstration project. The research should be relevant to the thesis work or preparatory work to support the thesis. Informatics students must take two semesters, usually each semester should be under a different Informatics faculty member, but with the concurrence of their advising committee both may be taken under a single faculty member. Approved for S/U grading only. May be repeated in separate terms to a maximum of 8 hours. Prerequisite: Graduate standing in any Informatics.

INFO 555  Advanced Educational Technologies for Engagement and Interactive Learning  credit: 4 Hours.  
Same as CI 555 and EPSY 555. See EPSY 555.

INFO 590  Advanced Special Topics  credit: 1 to 4 Hours.  
Subject offerings of new and developing areas of knowledge in Informatics, intended to augment existing curriculum. See Class Schedule for specific topics and prerequisites. 1 to 4 graduate hours. No professional credit. May be repeated if topics vary. Prerequisite: Graduate Student Standing.

INFO 591  Grad Bioinformatics Seminar  credit: 0 to 2 Hours.  
This seminar series focuses on research in the field of bioinformatics and computational biology. Same as ANSC 591, CPSC 591, and IS 583. 0 to 2 graduate hours. No professional credit. Approved for Letter and S/U grading. May be repeated in separate terms to a maximum of 4 hours. Prerequisite: Consent of instructor.

INFO 597  Individual Study  credit: 2 to 4 Hours.  
Individual study in a subject related to informatics not covered in normal course offerings. May be repeated in same term for a maximum of 8 hours or separate terms for a maximum of 16 hours if topics vary. Prerequisite: Consent of instructor.

INFO 599  Thesis Research  credit: 0 to 16 Hours.  
Research for Ph.D. thesis. May be repeated in separate terms. Prerequisite: Instructor approval required.