INFO - INFORMATICS

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.

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/)
Same as IS 202 and MACS 202. See IS 202.
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 AFST 325, ASST 325, EPOL 325, EPS 325, EURO 325, LAST 325, REES 325, and SAME 325. See EPOL 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 An Introduction to Top Down Video Game Design credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/INFO/403/)
The emphasis of this course is on developing an understanding of top down video game design using the various design methodologies and tools introduced in class. Students will form small groups (4-6) and work on their own design within a selected genre (to be determined at the beginning of the semester). Areas of focus include high level design vision, audience evaluation, User Interface and its impact on the design, iteration of a series of design documents (high, medium and low level) and the team dynamics of communication, critique and integration. The goal of the class is to have the small teams use the concepts and the tools taught in class to create a complete design document that will be cataloged for later use. 3 undergraduate hours. 3 graduate hours.

INFO 405 Introduction to the Video Game Development Process credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/INFO/405/)
The emphasis of this course is understanding the video game development process as seen in current Game Studios. The course will focus on key elements of the process including the development timeline, scheduling, prototyping, iteration, QA, game builds and player research. The goal will be to take a design document from a catalog of designs that have already been created and implement one or more of them using the game development process. Same as GSD 405. 3 undergraduate hours. 3 graduate hours. Credit is not given for INFO 405 and INFO 490 DC "The Video Game Dev Process" sections.

INFO 407 Introduction to Programming Python for Data Science credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/INFO/407/)
For students who want to learn about solving problems common in data sciences but have little or no programming experience. The class is asynchronous (students can access material on-line but within specified timeframes) and taught online. Data Science lies at the intersection of statistics and computer science and focuses on extracting information from data. This class will immerse students on topics of software construction, design, programming paradigms and the semantic and syntax of the Python language and then focus on some of the necessary workflows to move raw data into information. The class will explore common Python modules (libraries) used in data science, natural language processing, statistics, mathematics, data management (acquiring, cleaning, reshaping, organizing, persisting) and visualizations. 3 undergraduate hours. 3 graduate hours. Credit is not given for INFO 407 and INFO 490 MH "Intro to Prog for the Data Science" sections.

Information listed in this catalog is current as of 09/2021
INFO 409  Design & Programming of Narrative Games & Simulations  credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/INFO/409/)
In this course, you will be introduced to the narrative design process for the authoring of text-based digital games and simulations. You will become proficient in Inform 7, a programming language and design system for parser-based interactive fiction (IF). By the end of the semester you will have developed a game or literary work of IF and made a substantive contribution to a collaborative project. No prior programming knowledge is required for students to be successful in the course. Students will be expected to bring a laptop to class. Please note that this course teaches design and programming techniques for "parser-based" interactive fiction, and does not cover Twine, or other hyper-text based interactive narrative systems. Same as GSD 409. 3 undergraduate hours. 4 graduate hours. Credit is not given for INFO 409 and INFO 490 CPSC JPU or JPG "Design & Prog Text Based Games" sections.

INFO 416  Makerspace: Game Studies credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/INFO/416/)
A foray into game studies via makerspace production mediums. Students will study the role of play, tinkering and gaming in design, research and innovation and be challenged to learn a variety of makerspace production tools and techniques to create games. This course will include three major components (1) physical board game design, (2) introductory computer game design and (3) investigation into the narrative themes, artistic production, interaction mechanics and culture that make games engaging. During the course, students will prototype both playable board and video games, followed by iterating through to a final version of a game of their choice. Class will meet in the CU Community Fab Lab in Art Annex II. Students who have taken a different makerspace class before are encouraged to enroll. Additional fees may apply. See Class Schedule. 3 undergraduate hours. 4 graduate hours. Credit is not given for INFO 416 and INFO 490 A/AG "Makerspace: Game Studies" sections.

INFO 418  Makerspace: Escape Rooms credit: 3 or 4 Hours. (https://courses.illinois.edu/schedule/terms/INFO/418/)
Explores the intersection of storytelling, interaction design, and user experience through the design of escape rooms. In the past few years escape rooms have been on the rise, changing from simple locked boxes in an open room to complex adventures spanning multiple rooms involving electronics, sound design, storytelling, and even live actors. This class will be primarily focusing on the manufacturing and electronics work that goes into making an immersive but self-contained escape room in a box experience. Over the span of the course, students will become familiar with the basics of several advanced small-scale manufacturing tools, such as laser engravers, electronic cutters, and 3D printers/scanners. The primary focus, however, will be a more in depth exploration of small board electronics – such as Arduino and IoT programming – and hardware – such as sensors, servos, LEDs, and other components. 3 undergraduate hours. 4 graduate hours. Credit is not given for INFO 418 and INFO 490 B, BG, ERU or ERG "Makerspace: Escape rooms" sections.

INFO 427  Data, Machines and the Python credit: 3 Hours. (https://courses.illinois.edu/schedule/terms/INFO/427/)
A continuation to the introductory course on Data Science (INFO 407). This advanced course on Data Science is completely taught online and scheduled asynchronously (you decide where it best fits in your week). The course consists of several tracks including Machine learning and advanced Python skills. There will be lessons that guide you to learn advanced techniques in data science and you will also be introduced to machine learning algorithms. In addition, there will be a few lessons that help you advance your Python knowledge and software development skills. This course can mainly be considered as an applied course where you will learn by doing. In many cases, you will first write a reduced implementation before using an established library. The second half of the course will be focused on data driven individual projects along with weekly lessons. 3 undergraduate hours. 3 graduate hours. Credit is not given for INFO 427 and INFO 490 MH2 "Data, Machines and the Python" sections. Prerequisite: Students should have either taken INFO 407; OR Have at least 1 year of programming experience using Python; OR Be comfortable with NumPy, Pandas, Matplotlib, NLTK; OR Have a strong ability and passion for learning. Junior, Senior or Graduate standing.

INFO 450  Special Topics credit: 1 to 4 Hours. (https://courses.illinois.edu/schedule/terms/INFO/450/)
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. 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.

INFO 510  Research Practicum credit: 4 Hours. (https://courses.illinois.edu/schedule/terms/INFO/510/)
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. (https://courses.illinois.edu/schedule/terms/INFO/555/)
Same as CI 555 and EPSY 555. See EPSY 555.
INFO 590  Advanced Special Topics  credit: 1 to 4 Hours. (https://courses.illinois.edu/schedule/terms/INFO/590/)
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. (https://courses.illinois.edu/schedule/terms/INFO/591/)
This seminar series focuses on research in the field of bioinformatics and computational biology. Same as ANSC 591 and CPSC 591. 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. (https://courses.illinois.edu/schedule/terms/INFO/597/)
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. (https://courses.illinois.edu/schedule/terms/INFO/599/)
Research for Ph.D. thesis. May be repeated in separate terms. Prerequisite: Instructor approval required.

Information listed in this catalog is current as of 09/2021