WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
MASTERS OF SCIENCE - INFORMATION SYSTEMS TECHNOLOGIES
BASIC COURSE INFORMATION

IST8100 and IST8101 are extremely rigorous capstone courses, requiring a significant exchange of information during the first class meeting. Attending the first class session is critical to the student’s overall success in the courses. To provide the student the best possible foundation for success, attending the first class session is mandatory. Any student that misses the first class session will be dropped from the course. Additionally, there will be no late adds, unless the student can attend the first class session.

COURSE TITLE: Integrating the Enterprise, IS Function, and IS Technologies
COURSE NUMBER: IST8100

I. RATIONALE

This is a capstone to the five IST series courses (7000, 7020, 7040, 7060, & 7100). The course is designed to focus on Information Technology integration factors common in the business community.

II. MAJOR INSTRUCTIONAL GOALS

GOAL A: Understand the value of Database Recovery and Database Back-up Planning

Learning Outcomes: The student will be able to:
A-1 Describe from a business perspective, the importance of Database Recovery
A-2 Identify strategies and methodologies for backing-up data
A-3 Demonstrate knowledge of requirements for the development of a Database Back-up Plan

GOAL B: The student will gain an understanding of systems design methodology as it relates to IS development.

Learning Outcome: The students will be able to:
B-1 describe the design phase in terms of information building blocks
B-2 identify the differentiate between several system design strategies
B-3 describe both centralized and decentralized distributed computer alternatives for IS design
B-4 distinguish between different types of computer users and design considerations for each
B-5 identify several important human engineering factors and guidelines and incorporate them into a design of a user interface

GOAL C. Understand the functionality of network technology, components, and software.

Learning Outcomes: The student will be able to:
C-1 identify, examine, evaluate, and choose a set of components and software that best meet technical requirements of the network
C-2 estimate initial and recurring costs for network support, components, and operations
C-3 differentiate between the requirements of a global and/or enterprise-wide system and a functional system

GOAL D: Become familiar with the systems approach to problem solving

Learning Outcomes: The student will be able to:
D-1 Recognize and define a problem or opportunity using systems thinking
D-2 Develop and evaluate alternative system solutions
D-3 Define interrelationships among systems

GOAL E. Understand the role of IT in reaching business objectives

Learning Outcomes: The student will be able to:
E-1 describe the significance of alignment of external partners, business units, and customers with the IT organization
E-2 differentiate between effective business strategies based on a company’s vision, strategy, and mission statements

GOAL F. Become familiar with information retrieval and research methods

Learning Outcomes: The student will be able to:
F-1 access and retrieve information from a variety of electronic databases and other reliable information resources on the World Wide Web (WWW)
F-2 construct documented support for group projects and individual research using information retrieved from the WWW
F-3 use library resources to support group projects and individual research

GOAL G. Demonstrate profession (academic) written and oral communication abilities.

Learning Outcomes: The student will be able to:
G-1 construct research documents following the American Psychological Association (APA) format for writing style to include quotations, citations, references,
III. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.

IV. CLASS SCHEDULE - OUTLINES – READINGS:

A “structured external assignment” will constitute the closing activity for this course. Students will be asked to submit a topic for instructor approval that integrates IT concepts discussed in class into the student’s vocational or educational interests or workaday environment. Ideally, a “planning paper” will result that is topical, and possesses significant utility within the student’s job-related responsibilities or educational/vocational interests.

Instructor will include weekly outline to reflect what has to be achieved by the student in the 5 hours Out-of-Classroom project (Structured External Assignment) including submission deadline and grading criteria.

Semester = 15 weeks with a reading week at Week 8
Blocks= 7 weeks, with a Reading Week between Blocks I and II.
The syllabus must reflect which preliminary reading all students should complete during the week prior to the start of the course.

Note: Grades are due five (5) working days after your last class session and are to be submitted directly to the registrar.

Note: A cooperative and participative learning strategy will be deployed with every expectation that the student will contribute heavily, in a self-directed action-learning mode, to this educational experience. Students should anticipate that assignments, and this syllabus, will be adjusted to match the pace of the course, the class size, and to meet the needs of individual students.