INTRODUCTORY ITP COURSES
HANDS-ON TECHNOLOGY EXPERIENCE
HIGH TECH, SKILLS-BASED
No Prerequisites, No prior programming knowledge required

ITP 101x: Introduction to Information Technology (4.0 units)
Introduction to computer hardware, operating systems, networks, programming. Survey of application software in business and industry. Computer issues in the work place and society.

ITP 104x: Internet Publishing Technologies (2.0 units)
Basic Internet publishing using HTML and other Web technologies. Concepts and theory of Web publishing and production. Introduction to page layout and design.

ITP 109x: Introduction to Java Programming (2.0 units)
Introduction to object-oriented software design for business problems. Creation of console applications, windowed applications, and interactive Web applets.

ITP 115: Programming in Python (3.0 units)
Learn how to program using Python. With its high level data structures and clear syntax, Python is an ideal first language.

ITP 125Lx: From Hackers to CEOs: Introduction to Information Security (2.0 units)

ITP 140: Mobile Application Technologies (2.0 units)
Technologies, devices, operating systems, and tools of mobile applications, as well as the mobile industry. Students will use tools to create apps for different mobile devices.

ITP 215Lx: 3D Modeling, Animation, and Special Effects (2.0 units)

ITP 216: Web Animation and Interactivity (2.0 units)
2-D vector graphics for web and animation. Scripting techniques for interactivity. Action Script syntax, logic and control.

ITP 230x: Video Game Quality Assurance (4.0 units)
Survey game software development through quality assurance and in-depth analysis of the development cycle with a focus on bug testing systems and methodologies.

ITP 280: Video Game Production (4.0 units)
History of video games; overview of game genres; phases of video game development (concept, preproduction, production, post-production); roles of artists, programmers, designers, and producers.

ITP 320x: Enterprise Wide Information Systems (3.0 units)

ITP 411x: Interactive Multimedia Production (3.0 units)
Interactive multimedia title development cycle. Programming a time-based authoring tool; design, develop, and deliver a multimedia title on the Web and state-of-the-art storage media.

ITP 466: Building the High Tech Startup (4.0 units)
Teach students the basic technologies and processes involved in the building web and mobile startups. Students will be introduced to the different aspects of building a web startup including Online Business models, Product management, Agile development processes, Technology platforms and Operations, customer development and online marketing.

Learn more at ITP.USC.EDU