



# 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)**

Introductory course in computer security. Fundamentals of information security management. Threats to information integrity. Ethical hacking concerns and practice. Policies and Procedures.

## **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)**

Developing a 3D animation from modeling to rendering: Basics of surfacing, lighting, animation, and modeling techniques. Advanced topics: compositing, particle systems, and character animation.

## **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)**

The role Information Systems play in an organization. Integration of Business Processes by using Enterprise Resource Planning Systems (ERP).

## **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](http://ITP.USC.EDU)**