MINOR CHECKLIST: INFORMATION SCIENCE & ESOCIETY

A minor in eSociety is an ideal add-on for just about any major on campus as it offers a focus on issues in contemporary digital society!

For the ESOC minor, a student must take at least 18 units of ESOC coursework; 12 of these units must be Upper Division.

_______  
_______  

Upper Division ESOC Coursework (take four)

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_______  
_______  
_______  

Total Units __/18
Upper Division Units __/12
A minimum GPA of 2.0 required for this minor.

eSociety advisor information:

Laura Owen  
Undergraduate Academic Advisor  
School of Information  
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Unless otherwise noted, ESOC courses do not have prerequisites. You do not have to take ESOC coursework for your minor in any particular order.
Please note: ESOC 150 is a TIER 1 GENERAL EDUCATION COURSE. It does not apply to an eSociety major or minor.

Introductory Courses

COMM 209: Introduction to Communication Technology* Available to all students in Summer. COMM majors and minors only in Fall and Spring
ESOC 210: Hacking and Open Source Culture
ESOC 211: Collaborating in Online Communities
ESOC 212: Social Media Strategies Across Professions
ESOC 213: The Past and New Media
ESOC 214: Introduction to Data Science
ISTA 230: Introduction to Web Design and Development
ISTA 251: Introduction to Game Design
ISTA 263: Learning in the Information Age

Upper Division ESOC

ESOC 300: Digital Storytelling and Culture
ESOC 313: Digital Discourse and Identity
ESOC 314: Theories of New Media
ESOC 315: Publishing: From Papyrus to E-Book Readers
ESOC 316: Digital Commerce
ESOC 317: Digital Crime and Social Media
ESOC 318: Disruptive Technologies
ESOC 319: Instructional Technologies
ESOC/ENGL 325: Contemporary Literature and Digital Media Not currently offered
ESOC 330: Digital Dilemmas - Privacy, Property and Access
ESOC 340: Information, Multimedia Design & the Moving Image
ESOC 477: Information Security
ESOC 478: Science Information and its Presentation
JOUR 420: Digital Communications Law Not currently offered
ESOC 480: Digital Engagement* Majors only!
COMM 311: Communication Technology Theory* Comm majors only in academic year
ISTA 451: Game Development* ISTA 130 required.
LIS 417: Introduction to Digital Cultures
LIS 418: Information Quality
LIS 432: Online Searching
LIS 470: Database Management and Development* Typically offered in Fall
LIS 472: Government Information
LIS 475: User Interface and Website Design
ESOC 488: Special Topics
ISTA 495: Special Topics
SOC 430: Social Networks