With a degree in **Information Science and the Arts**, you can pursue a career in…

- Game Design
- Digital Marketing
- Systems Analysis
- Human Resources

ISTA BA students may transfer from…

- Visual Arts and Digital Arts
- Liberal Arts and General Studies
- Library Science
- Human Resources
- Business Administration
- Health Information Technology
- Systems Administration
- Computer Science

The BA requires College Algebra, and fourth semester of a foreign language. Students can now take MATH 107: Dealing with Data here at the UA, a course that is slightly less comprehensive than College Algebra, and specifically prepares students for statistics. The means students can take MAT 141 or 142 at Pima to satisfy the BA MATH requirement but should be aware that they'll need to take Statistics at the UA (ISTA 116). Except in unusual circumstances, we do not take transfer statistics classes to replace ISTA 116, as ISTA 116 teaches R, the statistical computing language, which serves an introduction to data science.

ISTA BA students take the same core classes as the BS students, but are required to take only one intensive computing course, and at least four “Computational Arts” course, such as: ISTA 301: Computing and the Arts, ISTA 302: Technology of Sound, ISTA 303: Introduction to Creative Coding. GAM 201 and 218 at Pima will transfer as ISTA 251: Introduction to Game Design, a Computational Arts course here!

**ISTA students apply their knowledge of “big data” and computer programming to careers where they solve problems and use new technologies! The concept of ISTA is that students can apply the core skills of ISTA—data science, programming, and critical thinking about information use (in sum, what we call “computational thinking and doing”)—to any profession.**