CENTRO ESCOLAR UNIVERSITY Manila

GRADUATE SCHOOL

MASTER IN INFORMATION TECHNOLOGY Effective School Year 2014-2015

Admission Requirements:

1. Applicants must have a bachelor's degree in computer science or computer engineering or other related fields, which provide substantial background in computing.

2. Applicants who are not graduates of computer science, computer engineering or any other computer-related fields will be evaluated and advised on what bridging courses they need to take.

Degree Requirements

			6 units
-			15 units
0			9 units
Thesis			6 units
		Total	36 units
			6
<u>Course Code</u>		<u>Units</u>	U
Res. 200		3	
Stat. 218	Statistics in Research	3	
			4 -
	ny 5 of the following)		15
Course Code		<u>Units</u>	
IT 290	Advanced Software Engineering	3 3	
IT 292	Networking and Data Communication	3	
IT 294	Advanced Database Systems	3	
IT 296	Advanced Operating Systems Concepts	3 3	
IT 298	Special Topics in IT	3	
Cognates (Any 3	of the following)		9
Course Code		<u>Units</u>	
IT 220	Web Development	3	
IT 222	Fundamentals of E-Commerce	3	
IT 224	Intelligent Agents in E-Commerce	3	
IT 260	Advanced Object Oriented Software Development	3	
IT 262	Mobile Computing	3	
IT 264	Methods of Software Development	3	
IT 270	Advanced Systems Analysis and Logical Design	3	
IT 272	Project Management	3	
IT 274	Strategic Planning in IT	3	
IT 280	Advanced Topics in Software Technology	3	
IT 282	Knowledge Discovery and Databases	3	
IT 284	E-Learning and Related Technology	3	

Note:

• Cognates may be taken in any accredited school subject to the approval of the adviser.

Thesis					
Cours	e Code	Course Descriptive Title	<u>Units</u>		
Res.	291	Thesis I*	3		
Res.	292	Thesis II	3		

Total 36 units

*Students must pass the Comprehensive Exam prior to enrolment in Thesis I.

Bridging Courses (for applicants who are not graduates of computer science, computer engineering or any other computer-related fields

Cou	<u>irse Code</u>	Course Descriptive Title	<u>Units</u>
IT	10	Introduction to Computer Programming I	3
IT	11	Introduction to Computer Programming II	3
IT	71	Systems Analysis and Design	3
CS	14	Discrete Structures	3
CS	15	Computer Organization and Assembly Language	3
CS	40	Data Structure	3