AI Minor Electives

This list is current and may evolve.

Students must choose any two of the following:

Computer Science	
CS 441	Information Visualization
CS 485	Human Computer Interaction

Business	
FIN 430	Foundations of Fin Tech
ISOM 352	Applied Data Analytics with Coding
ISOM 450	Foundations of Digital Enterprises and Markets
ISOM 456	Introduction to Business Data Analytics
ISOM 475	Data Visualization
ACT 499R	Data Analytics for Financial Business Decisions

Economics	
ECON 312	Economics of Digital Assets
ECON 315	Economics and Psychology
ECON 320	Econometrics

Psychology	
PSYC 215	Cognition
PSYC 250	Thought and Intelligence
PSYC 383	Neuropsychology and Cognition
PSYC 385	Brain and Language
PSYC 471R	Applicable Topics: How Do We Learn and Decide

NBB	
NBB 280	Introduction to Neuroethics
NBB 480	Applied Neuroethics

QTM	
QTM 310	Data Justice
QTM 315	Game Theory

Sociology	
SOC 327	Language and Symbols of Media

Film and Media Studies	
FILM 302	Digital and New Media Theory
FILM 380	Video Games

Philosophy	
PHIL 311	Existence and Phenomenology
PHIL 318	Business Ethics
PHIL 415	Ethics

English	
ENGRD 201	Multimedia Journalism
ENG 363	Discourse Analysis
ENG 367	Writing for Games
ENG 370	Intro to Digital Humanities
ENG 380	Digital Rhetoric and Disinformation

Mathematics	
MATH 361	Mathematical Statistics I
MATH 362	Mathematical Statistics II

Chemistry	
CHEM 470	Applicable Topics: Machine Learning for Chemistry Drug Discovery

Political Science	
POLS 376	Game Theory
POLS 494	Election Data Science & Analytics
POLS 585	Design and Analysis of Experiments

AI Minor Electives