Information Sciences (IS) Program Review

I. Introduction

Information Science Program at UWGB educates students on qualitative and quantitative skills to handle complex information problems topics faced in the knowledge economy demanded by employers in a digital media environment. The acquisition of practical, interpersonal, and managerial skills needed to collaborate and coordinate among external stakeholders to achieve a common goal are primary focuses for the IS Program, which promotes integrative knowledge that is required for a professional career in a newly emerging media environment. The homepage serves as a comprehensive reference for the program and related future careers and explains both very well.

On May 1, 2018, AAC reviewed and discussed the Self-Study Report submitted by Philip Clampitt, the chair of the IS Program with himself. AAC notes that the Self-Study document is very well organized and the IS Program has a clear mission statement that shares and supports the mission of the College of Arts, Humanities and Social Science as well as the UW-Green Bay Core/Select Mission and the Guiding Principles.

The IS Program provides three emphases for the major:
- Data Science
- Game Studies
- Information Technology

There are currently 9 faculty members: 1 professor, 5 assistant professors, 1 senior lecturer, and 2 lecturers who are affiliated with the IS Program but also teach in other disciplines. There are no dedicated IS faculty. Starting in July 2018 the computer science faculty teaching for IS will be moving to a different college, the College of Science, Engineering and Technology.

According to the IS Self-study the total current headcount of undergraduate students maintained as IS majors are 48 whereas in 2016 there were 36. The total number of IS graduates in 2015 was 13 and in 2016 was 6.

II. Assessment of Student Learning

The IS Program set 4 learning outcomes for its students and they have been measured through 7 different methods: exit interviews, job placement, alumni satisfaction, portfolio review, group work embedded in three courses, capstone course survey, and internship and practicum satisfaction. AAC still feels that these measurements are well developed and agrees with the program's conclusion on the assessment as satisfactory.

III. Program Accomplishments

- It is highlighted that the IS Program has survived in spite of staffing challenges.
- Program continues to provide students with options to complete their degrees in the IS Program.

- The program has developed three areas of emphases in newly emerging and high demand fields.
- A number of their students were able to get high-profile positions.

IV. Program Strengths and Areas in Need of Attention

Strengths

- The three emphasis options (Data Science, Game Studies, and Information Technology) could be attractive to students.
- The information Technology emphasis enrolls the majority of the students.
- The program has set up curriculum that has a good balance with Communication and Computer Science.

Areas in Need of Attention

- Graduating Senior Survey does not reflect the program's strength on internships.
- Female students declared as IS majors was 25% in 2016 and in 2016 0% of 6 graduates were female. AAC recommends that the IS Program actively recruit and retain female students.
- There is no data on the IS faculty members' research record.
- The current requirement on Mathematics is Precalculus and Discrete Mathematics. This is not an ideal curriculum for those who pursuit graduate studies.

V. Conclusions and Recommendations.

The UW-Green Bay's Information Science Program provides current edge majors to its students.
- In regards to the split off of computer science to CSET and IS remain in CAHSS long term planning needs to be developed.
- AAC recommends the IS Program market to recruit students to the two new emphases of Game Studies and Data Science. Information Technology seems to be doing well in terms of attracting students.
- AAC recommends strategic planning regarding faculty and staff dedicated to IS.