WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
MASTERS OF SCIENCE - INFORMATION SYSTEMS TECHNOLOGIES
BASIC COURSE INFORMATION

IST8100 and IST8101 are extremely rigorous capstone courses, requiring a significant exchange of information during the first class meeting. Attending the first class session is critical to the student's overall success in the courses. To provide the student the best possible foundation for success, attending the first class session is mandatory. Any student that misses the first class session will be dropped from the course. Additionally, there will be no late adds, unless the student can attend the first class session.

COURSE TITLE: Integrating the Enterprise: IS Function and IS Technologies

COURSE NUMBER: IST8100

I.   MAJOR INSTRUCTIONAL OBJECTIVES:

        Objective A:

Objective D: Analyze the tailoring philosophy in projects
D-1   Identify what to tailor in a project and why
D-2   Analyze the tailoring process in projects
D-3   Analyze tailoring the performance domains
D-4   Explore the diagnostics involved in tailoring

Objective E: Examine the various models, methods and artifacts involved in a project
E-1   Analyze common models and how they are applied across projects and performance domains
E-2   Analyze commonly used methods across projects and performance domains
E-3   Analyze common artifacts and how they are applied across projects and performance domains

Objective F: Analyze principle-based standard for project management
F-1   Examine how value is created in delivery components
F-2   Identify organizational governance systems
F-3   Examine various project management functions
F-4   Examine various project management principles

Objective G: Demonstrate professional and academic writing and oral communication abilities.
G-1   Correctly format supporting material and assignments using the guidelines presented in the Publication Manual of the American Psychological Association's (APA Manual version to be determined by the instructor)
G-2   Demonstrate oral presentation proficiency with or without the use of presentation technology

II.   **CLASS PARTICIPATION:**

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.