<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credits</th>
<th>Time offered</th>
<th>Repeatable for additional credit</th>
<th>Grading</th>
</tr>
</thead>
<tbody>
<tr>
<td>ELEC1-UC 10</td>
<td>Introduction to Tourism &amp; Hospitality</td>
<td>4</td>
<td>Occasionally</td>
<td>No</td>
<td>UC SPS Graded</td>
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<tr>
<td>ELEC1-UC 11</td>
<td>Introduction to Game Design</td>
<td>4</td>
<td>Occasionally</td>
<td>No</td>
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<tr>
<td>ELEC1-UC 12</td>
<td>Leadership for a Changing World</td>
<td>2</td>
<td>Occasionally</td>
<td>No</td>
<td>UC SPS Graded</td>
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<tr>
<td>ELEC1-UC 1000</td>
<td>Intro to Programming Using C</td>
<td>2-4</td>
<td>Occasionally</td>
<td>No</td>
<td>UC SPS Graded</td>
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ELEC1-UC 1001 C Programming Part I (2-4 Credits)  
Typically offered occasionally  
An introduction to the C programming language. It focuses on the structure and syntax of C and includes a detailed study of data structures and flow control, I/O, functions, operations, pointers, and the standard C function libraries.  
Grading: UC SPS Graded  
Repeatable for additional credit: No  

ELEC1-UC 1002 C Programming Part II (2-4 Credits)  
Typically offered occasionally  
Expands on the knowledge of C learned in Part I, concentrating on the full 32-bit Windows environment and new user interface. The course covers the basic Windows programming structure, processing of messages, accessing the mouse, dialogue boxes, standard controls, menus, bitmaps, and icons, as well as many Windows features, such as common interface control elements, multithreaded multitasking, and consoles.  
Grading: UC SPS Graded  
Repeatable for additional credit: No  

ELEC1-UC 1003 Object-Oriented Program C++ Part I (2-4 Credits)  
Typically offered occasionally  
This two-part course provides complete coverage of the syntax and semantics of the C++ language. Emphasis is on acquiring a solid foundation in C++ language features while developing an understanding of object-oriented principles necessary for successful use of the C++ language. Part I topics include references, constants, inlines, overloading, classes, members, constructors, destructors, scope, encapsulation, data abstraction, and type safety. Students develop practical skills through hands-on work in the language.  
Grading: UC SPS Graded  
Repeatable for additional credit: No  

ELEC1-UC 1004 Object-Oriented Program C++ Part II (2-4 Credits)  
Typically offered occasionally  
This course continues coverage of C++ and object-oriented principles. Topics covered include virtual functions, inheritance, and the design of polymorphic classes, exception handling, I/O streams, and run-time type identification. Templates are covered in depth. Common traps and pitfalls are discussed. Emphasis is on a hands-on, design-driven approach to appropriate and effective use of the language. Students design and implement C++ classes and a practical application.  
Grading: UC SPS Graded  
Repeatable for additional credit: No  

ELEC1-UC 1005 UNIX I: (2-4 Credits)  
Typically offered occasionally  
Covers the general-purpose UNIX utilities for searching, sorting, merging, editing, formatting, and printing data. Individual utilities are connected together with pipes and other forms of I/O redirection, and run as a group by means of shellscripts. Students edit files (including HTML World Wide Web pages) with the vi text editor, and search through data using regular expressions. This course does not cover the kernel or UNIX internals.  
Grading: UC SPS Graded  
Repeatable for additional credit: No
ELEC1-UC 1006  Object-Oriented Analysis & Design (2-4 Credits)
Typically offered occasionally
Introduces the fundamental concepts of object-oriented analysis (OOA), design (OOD), and programming (OOP), and how object-oriented languages differ from procedural languages. Notation is used to teach the concepts of abstraction, encapsulation, modularity, hierarchy, and polymorphism. This course is designed for both programmers and analysts. No coding is required; however, prior experience in a modern general-purpose programming language (C, C++, Smalltalk, Ada) is expected.
Grading: UC SPS Graded
Repeatable for additional credit: No

ELEC1-UC 1007  Java Basics: Intro to Programming Using Java (2-4 Credits)
Typically offered occasionally
This is a course for those with no prior programming experience. Students learn the fundamental concepts of object-oriented computer programming using Java. It does not provide complete coverage of the Java language or of web application development and is not appropriate for computer neophytes. Upon successful completion of this course, students are prepared to enter Java I.
Grading: UC SPS Graded
Repeatable for additional credit: No

ELEC1-UC 1008  JAVA II (2-4 Credits)
Typically offered occasionally
This course is designed for programmers already familiar with Java. Topics include JavaBeans, security, swing components, collections framework, input method framework, drag-and-drop data transfer, JDBC, Java Archive (JAR), and file streams.
Grading: UC SPS Graded
Repeatable for additional credit: No

ELEC1-UC 1009  Networking & UNIX (2-4 Credits)
Typically offered occasionally
This course is intended for students interested in understanding and developing UNIX networking software and managing UNIX computer networks. It covers the principles, protocols, and design of UNIX computer networks and the development of UNIX networking software. Topics include: network principles and topology, networking protocols in UNIX with an emphasis on TCP/IP, a review of the architecture of network interconnections, and much more.
Grading: UC SPS Graded
Repeatable for additional credit: No

ELEC1-UC 1010  UNIX II: Systems Administration (2-4 Credits)
Typically offered occasionally
This course provides students with the knowledge needed for the administration of a stand-alone or networked UNIX computer system and its peripherals. The course covers both versions of UNIX, BSD, and System V. Topics include: UNIX system and network overview, system start-up and shutdown, UNIX file systems, user account management, system security, system backup, and much more.
Grading: UC SPS Graded
Repeatable for additional credit: No

ELEC1-UC 1023  Managing The Arts (2 Credits)
Typically offered occasionally
Survey the principal tasks, concerns, and skill requirements of the nonprofit arts manager. Topics include the history of the arts and arts management in the United States, legal obligations of the board, organizational structures, fundraising, audience development, economic development and the arts, working with artists, and the budget process. Also study personnel issues, programming, developing partnerships, planning, advocacy, and job searches.
Grading: UC SPS Graded
Repeatable for additional credit: No

ELEC1-UC 1024  Fundraising for The Arts (2 Credits)
Typically offered occasionally
Gain an understanding of the basic principles of fundraising for the arts from both public and private sources and learn the techniques, skills, and strategies for implementing an effective fundraising plan in challenging times. Central issues discussed include recent fundraising trends, assessing organizational readiness and making the "case", the role and resources of the board, staff, and volunteers, how to identify potential supporters and sustain relationships with public, private, and individual donors; and how to communicate effectively through written and oral presentations. Acquire the core competencies needed for a career in arts and cultural fundraising.
Grading: UC SPS Graded
Repeatable for additional credit: No

ELEC1-UC 1025  Marketing The Arts (2 Credits)
Typically offered occasionally
Examine what a nonprofit arts manager must know about the business of both performing and visual arts marketing. Learn how to identify and develop arts audiences and increase earned income through the creation and implementation of a comprehensive marketing plan. Topics include market research, pricing, budgeting and income projections, branding and graphic design, direct marketing techniques, promotions, advertising, public relations, and digital and interactive marketing. Case studies and guest speakers aid in analyzing current marketing trends and developing effective marketing strategies.
Grading: UC SPS Graded
Repeatable for additional credit: No

ELEC1-UC 1024  Fundraising for The Arts (2 Credits)
Typically offered occasionally
Gain an understanding of the basic principles of fundraising for the arts from both public and private sources and learn the techniques, skills, and strategies for implementing an effective fundraising plan in challenging times. Central issues discussed include recent fundraising trends, assessing organizational readiness and making the "case", the role and resources of the board, staff, and volunteers, how to identify potential supporters and sustain relationships with public, private, and individual donors; and how to communicate effectively through written and oral presentations. Acquire the core competencies needed for a career in arts and cultural fundraising.
Grading: UC SPS Graded
Repeatable for additional credit: No

ELEC1-UC 1025  Marketing The Arts (2 Credits)
Typically offered occasionally
Examine what a nonprofit arts manager must know about the business of both performing and visual arts marketing. Learn how to identify and develop arts audiences and increase earned income through the creation and implementation of a comprehensive marketing plan. Topics include market research, pricing, budgeting and income projections, branding and graphic design, direct marketing techniques, promotions, advertising, public relations, and digital and interactive marketing. Case studies and guest speakers aid in analyzing current marketing trends and developing effective marketing strategies.
Grading: UC SPS Graded
Repeatable for additional credit: No

ELEC1-UC 1026  Financial Management for the Arts (2 Credits)
Typically offered occasionally
Explore the challenging issues of budgeting, accounting, and financial management in today's art world. Discuss how best to construct a budget, how to manage in times of financial crisis, and how to meet auditing and accountability requirements. Using case studies, gain a thorough overview of financial management in small to mid-size arts organizations, with emphasis on practical issues, such as ensuring an honest box office, understanding a balance sheet, and knowing what tasks to delegate. Guest speakers are featured.
Grading: UC SPS Graded
Repeatable for additional credit: No
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<tr>
<td>ELEC1-UC 1027</td>
<td>Financing Cultural Institutions: Strategies and Challenges (2 Credits)</td>
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<td>ELEC1-UC 1034</td>
<td>The Art Auction (2 Credits)</td>
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<tr>
<td>ELEC1-UC 1035</td>
<td>Legal and Ethical Aspects of Appraising (2 Credits)</td>
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<td>ELEC1-UC 1036</td>
<td>Uniform Standards of Professional Appraisal Practice for Personal Property Appraisers (2 Credits)</td>
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<td>ELEC1-UC 1037</td>
<td>IRS Legal Guidelines of Fine and Decorative Arts (2 Credits)</td>
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<td>ELEC1-UC 1038</td>
<td>Research Methods for Appraisers (2 Credits)</td>
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<tr>
<td>ELEC1-UC 1039</td>
<td>Today's American and International Art Market (2 Credits)</td>
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<td>UC SPS Graded</td>
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<td>ELEC1-UC 1040</td>
<td>Starting a Successful Art (2 Credits)</td>
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<tr>
<td>ELEC1-UC 1206</td>
<td>Intensive Bridging &amp; Routing (6 Credits)</td>
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<td>UC SPS Graded</td>
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<tr>
<td>ELEC1-UC 1209</td>
<td>Essentials of Appraising (2 Credits)</td>
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ELEC1-UC 1230 Oracle Database Administration I (2-4 Credits)
 Typically offered occasionally
This course covers the essentials of database administration in an Oracle environment. Students learn how to do storage allocation for databases and to create new databases. In addition, it addresses user administration issues, including adding new users to a database and the security and privilege issues involved. The course concludes with a section on database tuning and monitoring from the systems aspect.
 Grading: UC SPS Graded
 Repeatability for additional credit: No

ELEC1-UC 1232 Oracle Fundamentals (2-4 Credits)
 Typically offered occasionally
This course presents an introduction to the Oracle relational database management system. Students work with an interactive tool (SQL*PLUS) and learn to create simple and complex select statements to query the database and format that output with Oracle’s commands. Students also learn how to manipulate data with insert, update, and delete statements; create database objects including tables (with constraints), views, sequence generators and indexes; and create PL/SQL blocks. Access to Oracle is provided through the campus network. Note: The University is running Oracle 8.1.
 Grading: UC SPS Graded
 Repeatability for additional credit: No

ELEC1-UC 1234 Oracle Database Administration II (2-4 Credits)
 Typically offered occasionally
In this class, students learn how to configure an Oracle database for multilingual applications. Students practice various methods of recovering the database, using RMAN, SQL, and Flashback technology. It also covers tools to monitor database performance and what steps to take to improve database performance. Students learn how to use various database technologies, such as Resource Manager, the Scheduler, and Automatic Storage Management (ASM). The course reinforces lecture topics with structured hands-on practices and a workshop. This course is designed to prepare you for the corresponding Oracle Certified Professional exam.
 Grading: UC SPS Graded
 Repeatability for additional credit: No

ELEC1-UC 1235 Oracle Forms Developer 10G: Build Internet Apps (2-4 Credits)
 Typically offered occasionally
Students are introduced to two of Oracle’s development tools-forms and reports. In a hands-on approach, students learn the fundamentals and create forms, which make up the basis for the development of applications. Students also learn to create and manipulate various types of reports, as well as integrate the tools with each other.
 Grading: UC SPS Graded
 Repeatability for additional credit: No

ELEC1-UC 1402 Java I (2-4 Credits)
 Typically offered occasionally
Java is a platform-neutral, object-oriented, and secure programming language for creating interactive content on the web. This course provides a survey of the Java programming language. Topics include classes and objects, inheritance, interfaces, exception handling, applets, strings, input/output, utility classes, Java architecture, garbage collection, and other Java features.
 Grading: UC SPS Graded
 Repeatability for additional credit: No

ELEC1-UC 1406 Javascript (2-4 Credits)
 Typically offered occasionally
JavaScript is a semi-object-oriented scripting language for creating dynamic, interactive content in otherwise static HTML pages. This course explores developing advanced graphic user interfaces and interactive information processing “in-line” on web pages.
 Grading: UC SPS Graded
 Repeatability for additional credit: No

ELEC1-UC 2020 Fundamentals of Producing (2 Credits)
 Typically offered occasionally
This course provides an overview of the core functions and responsibilities of film producers. Using one feature film script as a working project from week to week, students learn how the underlying principles of film can be applied to, and adapted for, television and other entertainment media. Current and aspiring producers learn how to chart the most promising path toward achieving their goals. We cover the creative, executive, and technical (line producing and production management) responsibilities in all phases of production and distribution. Students grapple with challenging questions about determining the worth of the story, defining target audiences, and projecting production and marketing costs.
 Grading: UC SPS Graded
 Repeatability for additional credit: No

ELEC1-UC 2207 Editing II With Final Cut Pro (4 Credits)
 Typically offered occasionally
Through hands-on practice, sharpen your editing skills while troubleshooting problems encountered in the postproduction process. This course, intended for those with Final Cut Pro (FCP) experience, addresses advanced features of FCP, editing aesthetics, and working as an editor. Understand such features as advanced preferences, FCP interface, advanced trimming tools, and filters and transitions. Learn about audio in FCP, including sampling rates, audio level, and workflow to SoundTrack Pro. Get a feel for continuity, rhythm, and time manipulation while editing a narrative scene. Explore non-editorial features of the application, such as media management, motion graphics, composite modes and generators, and color correction. Learn multican editing, DVD authoring, media compression, and preparing a reel.
 Grading: UC SPS Graded
 Repeatability for additional credit: No
 Prerequisites: FILV1-UC 2203.

ELEC1-UC 2210 Editing With Avid Media Composer (4 Credits)
 Typically offered occasionally
The industry standard Avid editing software is used by professionals in post-production facilities. Learn the principles, terms, and concepts of digital nonlinear editing using Avid Media Composer. Students explore each step of the process: logging and organizing footage, digitizing from various formats, basic editing techniques, trimming, title keying, motion effects, audio mixing, media file management, and onlining a final master. Learn the skills needed for employment in professional broadcast facilities.
 Grading: UC SPS Graded
 Repeatability for additional credit: No