ASRE PATHWAY OF DISTINCTION IN INFORMATICS

This is a general idea of the steps to complete an ASRE Pathway. The goal of this program is for students to begin during their freshman year and complete requirements throughout their college career. There is flexibility in the timeframe, but all requirements must be complete prior to graduation.

<u>Please review the next pages for superscript notes with further information.</u>



INITIATION

Begin by completing:

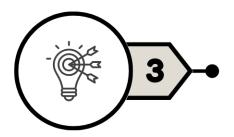
- UNIV 100 "First Year Seminar"
- CMPS 150 "Introduction to Computer Science"

BUILDING SKILLS

Build skills through:

- CMPS 260 "Introduction to Data Structures & Software Design"
- INFX 240 "Information Technology Infrastructure"
- One (1) research related workshop!





MASTERING SKILLS

Master skills through:

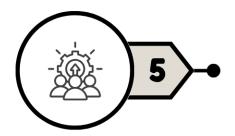
- INFX 301 "Computational Thinking"
- INFX 320 "Information Assurance & Security"
- INFX 330 "Information Management"
- INFX 370 "Interactive Website Development"
- INFX 380 "Systems Integration & Architecture"

PROFESSIONAL DEVELOPMENT

Develop professionally through:

- INFX 412 "Visual Analytics"
- The professional development experience: either mentored research² OR complete an <u>internship³ OR</u> complete <u>professional training⁴ OR</u> complete an <u>REU⁵</u>





DISSEMINATION

Disseminate through:

- <u>INFX 490</u> "Information Technology Project Management"
- The dissemination experience: either a <u>presentation</u> at a departmental, regional, national, or international conference OR co-author a manuscript submission²

ASRE PATHWAY OF EXCELLENCE IN INFORMATICS

This is a general idea of the steps to complete an ASRE Pathway. The goal of this program is for students to begin during their freshman year and complete requirements throughout their college career. There is flexibility in the timeframe, but all requirements must be complete prior to graduation.

Please review the next pages for superscript notes with further information.



INITIATION

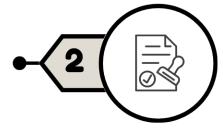
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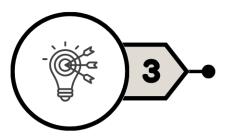
- UNIV 100 "First Year Seminar"
- CMPS 150 "Introduction to Computer Science"

BUILDING SKILLS

Build skills through:

- CMPS 260 "Introduction to Data Structures & Software Design"
- INFX 240 "Information Technology Infrastructure"
- Two (2) research related workshops¹





MASTERING SKILLS

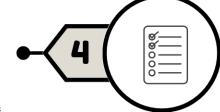
Master skills through:

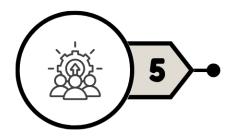
- INFX 301 "Computational Thinking"
- INFX 320 "Information Assurance & Security"
- INFX 330 "Information Management"
- INFX 370 "Interactive Website Development"
- INFX 380 "Systems Integration & Architecture"
- <u>Leadership Experience⁶</u>

PROFESSIONAL DEVELOPMENT

Develop professionally through:

- INFX 412 "Visual Analytics"
- The professional development experience: either mentored research² OR complete an <u>internship³ OR</u> complete <u>professional training⁴ OR</u> complete an <u>REU⁵</u>





DISSEMINATION

Disseminate through:

- INFX 490 "Information Technology Project Management"
- The dissemination experience: either a <u>presentation</u> at a regional, national, or international conference OR co-author a <u>manuscript submission</u>² OR complete an <u>honors thesis</u>

See the next page for superscript notes with more information.

Advance SRE Pathway of <u>Distinction</u> Curricular and Co-curricular* Events Required	Advance SRE Pathway of <u>Excellence</u> Curricular and Co-curricular Events Required
Curricular	Curricular
1. UNIV 100 2. CMPS 150 3. CMPS 260 4. INFX 240 5. INFX 301 6. INFX 320 7. INFX 330 8. INFX 370 9. INFX 380 10. INFX 412 11. INFX 490 Co-curricular 12. One (1) approved workshop¹ 13. Professional Development Mentored research² OR Internship³ OR Professional training⁴ OR REU⁵ 14. Dissemination Presentation at a departmental, university, regional, national, or international conference OR Peer-reviewed manuscript submission7	1. UNIV 100 2. CMPS 150 3. CMPS 260 4. INFX 240 5. INFX 301 6. INFX 320 7. INFX 330 8. INFX 370 9. INFX 380 10. INFX 412 11. INFX 490 Co-curricular 12. Two (2) approved workshops¹ 13. Professional Development Mentored Research² OR Internship³ OR Professional training⁴ OR REU⁵ 14. Leadership Experience⁶ 15. Dissemination Presentation at a departmental, university, regional, national, or international conference OR Peer-reviewed manuscript submission³ OR Honors thesis

Informatics ADVANCE SRE Pathways Superscript Notes:

* ASRE-approved courses only. Students who have earned credits for a course that is not ASRE approved may petition to substitute that course with a 300 or 400 level course identified as providing research skill. The SCRCS Advance office will review the petition for approval. Approved substitutions are only for the purpose of completing an Advance Pathway and are not approved as substitution for the degree.

¹Approved workshops can include, but are not limited to SCRCS, library, or university workshops. SCRCS Advance Workshops can be found on the UL Lafayette SCRCS website. 1 in person SCRCS workshop is equivalent to 2 virtual SCRCS workshops. Other workshops focused on research skills are possible by approval from the School of Computing and Informatics.

²Mentored research includes but is not limited to volunteer, scholarship, paid form faculty grants, MUREs (mentored undergraduate research experience), SUREs (summer undergraduate research experience).

³Internship could be internal or external to UL Lafayette. Students are encouraged to complete INFX 391 or INFX 491.

⁴Professional training could include 2-week summer schools or research laboratory visits.

⁵REU is a 10-week research intensive experience for undergraduates sponsored by the National Science Foundation or other Federal agencies/laboratories.

⁶Leadership experience includes but is not limited to departmental service events, officership in departmental club, or student tutor/mentorship.

⁷Must be co-authored. A faculty mentor can petition for an exception to this requirement, for instance, if a manuscript is in preparation. The School of Computing and Informatics faculty will evaluate these requests.