INFORMATION SYSTEMS (IS)

Where technology meets the real world.

The degree in Information Systems (IS) at Carnegie Mellon is interdisciplinary by nature. While at home in the Dietrich College of Humanities and Social Sciences, the program draws on the university’s strengths in technology and business, in addition to the humanities and social sciences.

IS students study organizational, technological, economic and societal aspects of information systems. Through a multidisciplinary curriculum, they learn how to devise creative and innovative solutions to real-world problems.

PROGRAMS

Information Systems

Content areas provide students with an opportunity to gain depth in a focused area. Content areas include:

- Business/Enterprise Systems
- Computing and Information Systems and Technology
- Quantitative Analysis
- Social and Global Systems

IdeATe Content Areas

- Animation and Special Effects
- Game Design
- Innovation and Entrepreneurship
- Intelligent Environments
- Learning Media
- Media Design
- Physical Computing
- Sound Design

FACULTY

Faculty interests include:

IT for Development

- Mobile Computing
- Eco-Sustainability
- Global Systems

- Systems Security
- Project Management
- Big Data and Analytics
- IT for Development

Social Informatics

- Crowd Sourcing
- Software Development Methods

Notable Faculty

> C.F. Larry Heimann, teaching professor, Information Systems
> Joseph S. Mertz Jr, teaching professor, Dietrich College, Information Systems; The Heinz College, School of Information Systems
> Sara Moussawi, assistant teaching professor, Information Systems
> Jeria Quesenberry, associate teaching professor, Information Systems
> Raja Sooriamurthi, teaching professor, Information Systems
> Randy S. Weinberg, teaching professor and director of the program, Information Systems

ADMITTED CLASS – FALL 2017

50 FRESHMEN

IS Admitted Students Averages

<table>
<thead>
<tr>
<th>SAT-ERW*</th>
<th>SAT-M*</th>
<th>ACTE</th>
<th>ACTM</th>
<th>ACTC</th>
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<tr>
<td>700-740</td>
<td>730-790</td>
<td>34</td>
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Rank 5% GPA 3.83 *Middle 50% range

Popular Freshman Courses

> The Information Systems Milieux
> Principles of Computing

Information systems graduates see a strong return on their investment with their post-graduate opportunities and salary.

Software Development Methods

- Project Management
- Mobile Computing
- Eco-Sustainability
- Global Systems

- Systems Security
- Big Data and Analytics
- IT for Development

Social Informatics

- Crowd Sourcing
- Software Development Methods

Carnegie Mellon University
Phipps Conservatory

An IS student project team worked with Phipps Conservatory to create an interactive, well-designed and sustainable experience to educate visitors about climate change. The vision was to create a low pressure environmental trivia game. The game is accessible to various ages, targeting the 7th grade level, with the goal to increase the knowledge base of the general Phipps visitor. It provides the opportunity to update content periodically to maintain relevancy and to expand the interactivity and the gamification of the program with new features. The project supports the mission of Phipps Conservatory by promoting human and environmental well-being through action and research.

Best of the Batch

A student team worked with Project C.H.U.C.K., a seven-week basketball camp hosted by former Steeler’s quarterback, Charlie Batch, and his nonprofit organization, Best of the Batch. During Project C.H.U.C.K., youth participate in competitive basketball as well as study halls where they read and discuss books. To make Project C.H.U.C.K. more efficient and impactful, the student team reengineered and optimized the registration and team management processes. By implementing a single web application, the team reduced the amount of manpower necessary for registrations.

Top Employers

- Accenture
- CapitalOne
- Deloitte
- Deutsche Bank
- Epic
- Salesforce

Global Partnerships

Technology Consulting in the Global Community (TCinGC) is a collaborative partnership between Carnegie Mellon students, faculty and staff and governmental and non-governmental organizations throughout the world. Since 2004, TCinGC has sent student consultants around the globe to assist its partners in the use of technology to more effectively achieve their missions. TCinGC focuses on mutually beneficial partnerships that create unparalleled opportunities for students to gain highly valued skills, while bridging the digital divide through low-cost consulting assistance that would otherwise be out of reach for its partners.

RESEARCH

1. **Real world client partnerships** are an important part of the program’s mission giving students and project sponsors a significant opportunity to work together toward a common goal. Project sponsors have included United Way, IBM Innovations, Light of Life Event Management System, American Institute of Graphic Arts (AIGA), Industrial Designers Society of America (IDSA) and the Design League.

2. The IS Program is an **internationally recognized undergraduate major** for students who want to design and implement effective solutions to meet organizational and management needs for information and decision support.

3. **The most difficult parts of information systems problems are usually in the people and business areas:** problem identification; understanding organizational behavior; understanding interactions among complex systems; understanding how to effectively gather, interpret and communicate information; and knowing how to enable individuals to interact productively as a team. These are all interdisciplinary skills in which departments within the Dietrich College have critical expertise.

4. Information systems students have internships in diverse fields. **Students have opportunities to work with major tech companies, government agencies, financial institutions and more.**