New Curriculum and Courses: Developing Real World Experience

Minitrack Coordinator:

Jay F. Nunamaker, Jr.
The papers presented in this track detail current and proposed academic programs and projects in information systems. The rapid demands and changes in technology dictate that academics must address the needs of the information age. Educating students in the technical, managerial and behavioral aspects of information systems is vital to society. The objectives of the curriculum reported on by Doris Lidtke and Mike Mulder was designed to satisfy the needs of society as we move into the 21st century. Nicholas Romano and Jay Nunamaker describe one effort to bring real world experience into the classroom. Albert Angehrn describes another approach to bring real-world experience into the classroom through a multi-media simulation. The purpose of this mini-track is to share the vision and insights, and to discuss how curriculum and courses could be re-engineered to meet the demands of the 21st Century.