SPAN is an IU Indianapolis department that gives academically motivated students the opportunity to take college classes. SPAN allows students to bypass certain introductory courses so that they can move directly into the courses in their specialization when they begin college.

Most SPAN students are in high school, but younger students can qualify and excel in these courses. SPAN allows students to get started on a college education or to take courses that aren’t available at their schools. Students interested in careers in technology or digital arts are a great fit for SPAN.

If a student attends IU Indianapolis as their college destination, all coursework can be applied to a certificate, minor, or bachelor’s degree within Luddy Indianapolis.

Luddy SPAN Scholars receive a scholarship that covers 50% of the tuition cost only for courses on the approved course list. Mandatory course fees are not discounted.

Note: scholars will still need to pay mandatory fees on each class. In order to be eligible, scholars must be an Indiana resident. Students must maintain a 3.0 GPA in their IU Indianapolis and high school classes to maintain the 50% tuition discount.

How to apply:

- Submit application through the IU Indianapolis SPAN Office that includes signatures from the student and their high school guidance counselor.
- Submit current and complete high school transcript to the IU Indianapolis SPAN Office.
- Submit an essay (200 words or more): “How will taking courses in the Luddy School help advance your career goals?”

Currently have a 3.0 HS GPA with demonstrated success in any computing courses taken.

Contact us:
ucspan@iu.edu
AREAS OF STUDY:

**Web Design: 9 credits  **  \textit{Skills: HTML, CSS, UX,UI, JavaScript}
- NEWM-N 115 Introduction to Multi-Device Web Development
- NEWM-N 215 Intermediate Multi-Device Web Development (Must take 115 first)
- NEWM-N 315 Advanced Multi-Device Web Development (Must take 215 first)

**Video Production: 9 credits  **  \textit{Skills: DaVinci Resolve, Avid Media Composer, Adobe Encore}
- NEWM-N 253 Introduction to Digital Video
- NEWM-N 353 Intermediate Digital Video (Must take 253 first)
- NEWM-N 356 Lighting and Field Production (Must take 356 first)

**Digital Art: 9 credits  **  \textit{Skills: Adobe Photoshop & Illustrator}
- NEWM-N 102 Digital Media Imagery
- NEWM-N 203 Digital Painting
- NEWM-N 238 2D Animation

**3D Modeling: 12 credits  **  \textit{Skills: Autodesk Maya, Substance Painter, UV Layout}
- NEWM-N 243 Introduction to 3D
- NEWM-N 342 3D Animation (Must take 243 first)
- NEWM-N 343 Hard Surface Modeling (Must take 243 first)
- NEWM-N 345 Organic Modeling and Texturing (Must take 245 first)

**Introduction to Data and Information Science: 9 credits**
- LIS-S 201 Foundations of Data Studies (Online option)
- LIS-S 202 Data Organization and Representation (Online option)
- LIS-S 301 Data Policy and Governance (Online option)

**Artificial Intelligence and Software Bots: 11 credits  **  \textit{Skills: Python}
- INFO-B 210 Information Infrastructure I
- INFO-I 220 Social Impact of Bots and Automation (Online option)

**Programming for Artificial Intelligence & Data Science: 8 credits  **  \textit{Skills: Python}
- INFO-B 210 Information Infrastructure I
- INFO-B 211 Information Infrastructure II

**Web Programming: 12 credits  **  \textit{Skills: HTML, CSS, JavaScript, jQuery, PHP, MySQL}
- INFO-I 101 Introduction to Informatics (Online option)
- INFO-I 210 Information Infrastructure I
- INFO-I 211 Information Infrastructure II (Must take 210 first)

**Hospital Medical Billing and Coding: 6 credits**
- HIM-M 108 Introduction to Health Information Management (Online option)
- HIM-M 110 Computer Concepts for Health Information (Online option)

**Explore Human-Computer Interaction: 9 credits**
- INFO-I 270 Introduction to Human-Computer Interaction Principles and Practices (Online option)
- INFO-I 275 Introduction to Human-Computer Interaction Theory (Online option)
- INFO-I 300 Human-Computer Interaction (Online option)

**Entrepreneurship & Tech: 3 credits**
- INFO-I 459 Media and Technology Entrepreneurship (Online option)