College of Information Studies, Maryland's iSchool at Shady Grove

The Universities at Shady Grove
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https://shadygrove.umd.edu/academics/degree-programs/bs-information-science-bsis

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The University of Maryland College of Information Studies, also known as the UMD iSchool (https://ischool.umd.edu/), is driven by the pursuit of big ideas and new discoveries that empower people and inspire communities. From labs to libraries, we are combining principles of information science with cutting-edge technology to foster access to information, improve information interfaces, and expand how information is used in government, education, business, social media, and more.

Located just outside of Washington, D.C., the iSchool provides unmatched research, internship, and career opportunities with government agencies, nonprofits, and businesses that shape information science and policy.

Academic Programs

Major

- Information Science Major at Shady Grove (https://academiccatalog.umd.edu/undergraduate/colleges-schools/universities-shady-grove/information-studies/information-science/)

Minors

- Technology Innovation Leadership Minor at Shady Grove (https://academiccatalog.umd.edu/undergraduate/colleges-schools/universities-shady-grove/information-studies/technology-innovation-leadership/)

Advising

Advisors will help you make informed decisions and feel confident about your plans, which will assist you in meeting your program goals. Your advisor will assist in helping you understand your degree requirements and your options, but you make the decisions, you are in charge of your education!

Please refer to your specific program to see advising information and requirements.

- Information Science Major at Shady Grove (https://academiccatalog.umd.edu/undergraduate/colleges-schools/universities-shady-grove/information-studies/information-science/)
- Technology Innovation Leadership Minor at Shady Grove (https://academiccatalog.umd.edu/undergraduate/colleges-schools/universities-shady-grove/information-studies/technology-innovation-leadership/)

Opportunities

UNDERGRADUATE RESEARCH EXPERIENCES

Opportunities for undergraduate research experience in the iSchool's research centers become available from time to time. Participation in an on- or off-campus internship, co-op, or other experiential learning opportunity is strongly encouraged. See the Information Science program staff for information on performing research in an iSchool center or lab and contact the Campus Career Services office for assistance in obtaining off-campus positions or experiences.

INTERNSHIPS

Internships are not required but are strongly encouraged by the program. An internship is a real-world application of concepts and theories that students learn in the classroom. It involves students providing meaningful work in a career field that is directly related to their major and/or area of career interest. An internship is an excellent opportunity for a student to gain professional experience in the information science field, as well as build/expand their professional network. The program does not provide internship placements. However, students have access to six career/networking events throughout each academic year (at College Park and Shady Grove campuses), giving them an opportunity to meet potential employers from the field.

Students should also consult the College Park Career Center (http://www.careercenter.umd.edu) and the Shady Grove Career and Internship Services Center (https://shadygrove.umd.edu/student-services/CISC/) for additional internship opportunities.

SCHOLARSHIPS AND FINANCIAL ASSISTANCE

The Office of Student Financial Aid (OSFA) administers all types of federal, state, and institutional financial assistance programs and, in cooperation with other university offices, participates in the awarding of scholarships to deserving students. For information visit their website (https://financialaid.umd.edu/).
UMD BSIS at Shady Grove students are also eligible for the scholarship programs and opportunities offered by the Center for Student Engagement and Financial Resources (https://shadygrove.umd.edu/student-services/csdf/) at the Universities at Shady Grove campus.

AWARDS AND RECOGNITION

Dean's Award for an Outstanding iSchool Project
The Dean’s Award for an Outstanding iSchool Project will be presented to an iSchool student or a group of students (which includes at least one iSchool student) for an outstanding design or development project completed for an iSchool course. Projects must be nominated by a faculty member(s) and must represent outstanding work that furthers understanding by offering new insights into development or design or displays excellence in applying existing state-of-the-art methods and knowledge.

Laurence B. Heilprin Award
The Laurence B. Heilprin Award will be presented to an iSchool student or a group of students (which includes at least one iSchool student) for an outstanding paper on a topic in the library and information science that has been written for an iSchool course. Papers must be nominated by faculty and must represent outstanding work that furthers understanding by offering new insights, incorporating original research, and/or analyzing existing information in new ways.

Dr. Joan Giesecke Best Student Paper on Health Informatics Award
The Dr. Joan Giesecke Best Student Paper on Health Informatics Award will be presented to a graduate student or a group of graduate students for an outstanding paper that has been written for an iSchool course and which focuses on any aspect(s) of Health Informatics. The iSchool defines Health Informatics broadly, including any work that focuses on health information management; health information technologies; health data analytics; health-related information needs or behaviors; health librarianship, etc. Papers must be nominated by faculty and must represent outstanding work that furthers understanding by offering new insights on issues relating to Health Informatics, incorporating original research, and/or analyzing existing information in new ways.

Dean's Award for Outstanding Undergraduate Research Achievement
The Dean’s Award for Outstanding Undergraduate Research Achievement will be presented to an undergraduate student or a group of undergraduate students for an outstanding research paper or project that has been completed for an iSchool course. Projects/papers must be nominated by a faculty member(s) and must represent outstanding work that furthers understanding by offering new insights into development or design or displays excellence in applying existing state-of-the-art methods and knowledge.

SPECIAL ADVANTAGES AND FACILITIES

At the iSchool, faculty and students are exploring how people access and use information. From developing smart city technology to creating new archival methods, we seek to improve the individual experience as well as to foster connected communities. At our research centers and labs, we enable discovery, creativity, problem-solving, and fun while tackling real-world challenges and developing impactful solutions.

The college operates six research centers all located at the main College Park campus: the Center for Advanced Study of Communities and Information (CASCI), the Computational Linguistics and Information Processing Lab (CLIP), the Digital Curation Innovation Center (DCIC), the Human-Computer Interaction Lab (HCIL), the Information Policy and Access Center (iPAC), the Trace Research and Development Center.

iSchool faculty and doctoral students also participate in or have affiliations with the University of Maryland Institute for Advanced Computer Studies (UMIACS), and the Maryland Institute for Technology in the Humanities (MITH) as well as the Departments of Computer Science, English, and Sociology, the Robert H. Smith School of Business, and the College of Education.

RESEARCH UNITS

The iSchool is home to a number of research centers and labs:

THE CENTER FOR THE ADVANCED STUDY OF COMMUNITIES AND INFORMATION (CASCI)
Hornbake Bldg, South Wing, College Park, 301-405-2033
https://casci.umd.edu/
Co-Directors: Dr. Jessica Vitak, Dr. Susan Winter

The Center for the Advanced Study of Communities and Information (CASCI) is a multidisciplinary research network, based at the University of Maryland. CASCI exists to facilitate research and education that advances our understanding of the technology, information, and organization approaches needed to realize the potential of 21st-century communities to support learning, facilitate innovation, transform science and scholarship, promote economic development, and enhance individual and civic well-being.

COMPUTATIONAL LINGUISTICS AND INFORMATION PROCESSING (CLIP)
301-405-6722
Director: Dr. Jordan Boyd-Graber

The Computational Linguistics and Information Processing Lab (CLIP) at Maryland creates and evaluates systems that allow computers to effectively and efficiently use human language - together with large-scale information networks - to perform tasks such as search, translation, summarization, and ontological reasoning. It is a part of the broader language science initiative at Maryland and of the University of Maryland Institute for Advanced Computer Studies (UMIACS).

DIGITAL CURATION INNOVATION CENTER (DCIC)
4110 Hornbake Bldg, South Wing, College Park, 301-405-2033
http://dcic.umd.edu/
dacic.ischool@umd.edu
Director: Dr. Richard Marciano
Assistant Director: Noah Dibert
Digitization Lab Director: Dr. Ken Heger
ARC Lab Director: Dr. Ricky Punzalan

The Digital Curation Innovation Center (DCIC) was founded to lead research and education in digital curation and foster interdisciplinary partnerships using Big Records and archival analytics through public/industry/government partnerships. DCIC sponsors interdisciplinary projects that explore the integration of archival research data, user-contributed data, and technology to generate new forms of analysis and historical research.

THE HUMAN–COMPUTER INTERACTION LAB (HCIL)
2117 Hornbake Bldg, South Wing, College Park, 301-405-2769
http://hcil.umd.edu/
The Human-Computer Interaction Lab (HCIL) transforms the experience people have with new technologies. From understanding user needs to developing and evaluating the technologies that support users’ needs, the lab’s faculty, staff, and students have been leading the way in HCI research and teaching for over 30 years. It is critical to understand how the needs and dreams of people can be reflected in future technologies. To this end, the HCIL develops advanced user interfaces and design methodology. The primary activities include collaborative research, publication, and the sponsorship of seminars and brown bag talks, workshops, and an annual symposium. The HCIL, though referred to as a lab, is actually a research center that is jointly administered by the iSchool and UMIACS, and has multiple labs, faculty, and students associated with it.

THE INFORMATION POLICY AND ACCESS CENTER (IPAC)
4121 Hornbake Bldg, South Wing, College Park, 301-405-9445
ipac.umd.edu (http://ipac.umd.edu)
Co-Directors: Dr. John Bertot, Dr. Paul Jaeger, Dr. Mega Subramaniam

The Information Policy & Access Center (iPAC) is a response to the pressing need for research on the processes, practices, policies, and social issues that govern access to information in our increasingly digital information society. We at iPAC are committed to studying what policies and/or technologies lead to equitable and inclusive information access, a digitally-ready population, an informed and engaged public, access to Internet-enabled resources and technologies, or preservation of the cultural record, among key examples.

TRACE RESEARCH AND DEVELOPMENT CENTER
Room 2117 Hornbake Bldg, South Wing, College Park, 301-405-2043
http://trace.umd.edu/
trace-info@umd.edu
Director: Dr. Gregg Vanderheiden

The Trace Center’s purpose is to apply engineering, computer science, disability studies, public policy, and information science to prevent the barriers to, and capitalize on the opportunities presented by current and emerging information and communication technologies. Our vision is of a world that is accessible and usable by people of all ages and all abilities – each experiencing ICT in a way they can understand and use. Founded in 1971, Trace has been a pioneer known for high-impact research and development, including access features implemented in computer operating systems, leadership in the development of Web Content Accessibility Guidelines, and many other accessibility standards, and techniques used to increase the accessibility of self-service kiosks in post offices, train stations, and airports. Trace is currently a leader in the development and large-scale deployment of a Global Public Inclusive Infrastructure that combines cloud computing, web, and platform services to make online information and services available for people facing accessibility barriers.