# iSchool Inclusion Institute (i3)

**What is the iSchool Inclusion Institute (i3)?**

i3 is an [undergraduate research program](#) that prepares students from [underrepresented populations](#) for graduate study in the [information sciences](#).

## Introductory Institute (Four Weeks, June 2014)

- Hosted at the University of Pittsburgh iSchool
- Special-topics workshops, professional development, and research prep
- Mentoring and networking with experts in academia and industry

## Team Research Project

- Year-long team project with faculty advisor
- Interdisciplinary research topic
- Social networking and collaborative tools
- Improve your project management, leadership, and research skills

## Concluding Institute (Two Weeks, June 2015)

- Design a research poster, present team project
- Consult with iSchool mentors and recruiters
- Complete i3 to be eligible for grad school scholarships to top ranked iSchools

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**What are the Information Sciences?**

**PEOPLE. INFORMATION. TECHNOLOGY.**

Information professionals find new ways to solve problems. We help people discover better information, using better technology, to make better decisions.

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Whether those problems are in business, medicine, education, the arts or any number of other fields, information scientists are able to grapple with the challenges and opportunities of the digital age.
### Careers & Research Areas for Information Professionals

<table>
<thead>
<tr>
<th>UNDERGRADUATE MAJOR</th>
<th>GRAD SCHOOL RESEARCH PROJECTS &amp; SPECIALIZATIONS IN INFORMATION SCIENCES</th>
<th>INDUSTRIES AND COMPANIES</th>
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</thead>
</table>
| INFORMATION TECHNOLOGY & SYSTEMS | • Robotics  
• Big Data, Data Mining, & Visualizations  
• Systems Modeling & Analysis | • Universities, Colleges, & Schools  
• Telecommunications & Network Providers  
• Software Companies & Tech Start-Ups  
• Defense Agencies & Research  
• Medical Technology Manufacturers  
• Private Research Labs  
• Healthcare, Pharmaceuticals  
• Automakers  
• Utilities & Energy  
• Governments & Public Agencies |
| ENGINEERING | • High Performance Computing  
• Mobile Computing | |
| COMPUTER SCIENCE | • Artificial Intelligence & Machine Learning  
• Cyber-Infrastructure & Security | |
| MATHEMATICS | • Transportation & Urban Planning  
• Telecommunications  
• Software Engineering | |
| STATISTICS | | |
| BUSINESS / MANAGEMENT | • Information & Project Management  
• Data Analysis & Decision Support  
• Information Innovation & Entrepreneurship  
• Social Media & Mobile Applications  
• Systems Modeling  
• Knowledge & Content Management  
• Media Design & Development  
• Data Visualizations & Forecasting | • Consulting Firms, Econ/Financial Modeling  
• Start-ups & Small Businesses  
• Nonprofits  
• Health Care Providers  
• Utilities & Energy  
• Educational Institutions  
• Federal & State Governments  
• Media & Gaming Companies |
| ECONOMICS | | |
| MARKETING | | |
| FINANCE | | |
| ENGLISH | • Science, Technology, & Society  
• Digital Libraries & Collections  
• Archives, Preservation, & Curating  
• Records Project Management | • Universities, Colleges, & Schools  
• Public & Private Libraries  
• Archives & Cultural Institutions  
• Government Agencies  
• Publishing Repositories  
• Consulting & Professional Services  
• Grants Administration & Philanthropy |
| HISTORY | • Information Literacy & Education  
• Special Libraries (Medical, Business, etc.)  
• Scholarly Communication | |
| HUMANITIES | | |
| LINGUISTICS | | |
| POLITICAL SCIENCE / PUBLIC ADMINISTRATION | • Policy Analysis & Informatics  
• Intellectual Property, File Sharing, & Fair Use  
• Information Security & Risk Analysis  
• Information Literacy & Education  
• Human Computer Interaction  
• Game Design, Software Development  
• Product Analysis  
• Design & Information Architecture  
• Blogging & New Media  
• Social Computing & Marketing Strategy | • Government Agencies  
• Search Engines & Technology Companies  
• Biotechnology Firms  
• Universities & Colleges  
• Public Research Organizations  
• Health Care Institutions  
• Software & Gaming Companies  
• News Organizations & Online Publishers  
• Business/Non-Profit Marketing Orgs.  
• Start-ups & Small Businesses |
| SOCIOLOGY | | |
| PSYCHOLOGY | | |
| COMMUNICATIONS | | |
| JOURNALISM | | |
| BIOLOGY | • Bioinformatics & Biostatistics  
• Evolution & Comparative Genomics  
• Cheminformatics & Drug Discovery  
• Visualizations, Modeling, & Databases  
• Disease Forecasting & Tracking  
• Public Health Marketing & Social Media  
• Geographic Information Systems  
• Spatial Analysis | • Universities & Colleges  
• Biotechnology Firms & Pharmaceuticals  
• US Military & Defense  
• Public Health Campaigns & Organizations  
• Nonprofits & Nongovernmental Orgs.  
• Private or Public Research Labs  
• Transportation & Planning Authorities  
• Mapping & Software, Google, Microsoft |
| CHEMISTRY | | |
| PUBLIC HEALTH | | |
| GEOGRAPHY | | |