15-2 Business Analytics Electives

The restricted electives permit students flexibility to select the rest of their program from the following types of subjects:

(1) methodological subjects not included in the core curriculum, but which are of value in business analytics [examples include 6.034 (Artificial Intelligence), 14.12 and 15.0251 (Game Theory), and 15.871/872 (Systems Dynamics)]
(2) advanced topics in probability, statistics or optimization
(3) analytic approaches to applied domains [examples include 1.041J (Transportation Modeling), 15.7611 (Operations Management), and 15.812, (Marketing Management)]
(4) in depth approaches for applying analytic approaches in practice [examples include 15.0341 (Metrics for Managers: Big Data and Better Answers) and 15.0711 (The Analytics Edge)]

Each student must take five subjects from an approved list of subjects. At least three of the restricted electives must be Course 15 subjects. Two six-unit subjects equal one elective.

RESTRICTED ELECTIVES

Select three to five of the following for the major / two to three for the minor:
15.0251 Game Theory for Strategic Advantage
15.0341 Metrics of Managers: Big Data and Better Answers
15.0621 Data Mining: Finding the Data and Models that Create Value (half course)
15.0711 The Analytics Edge
15.0741 Predictive Data Analytics and Statistical Modeling
15.450 Analytics of Finance
15.565 Digital Evolution: Managing Web 3.0
15.570 Digital Marketing and Social Media Analytics (half course)
15.6731 Negotiation Analysis (half course)
15.7611 Introduction to Operations Management
15.812 Marketing Management
15.871 System Dynamics I (half course)
15.872 System Dynamics II (half course)

Additional subjects that count for the minor (courses required for the major):
15.276 Communicating with Data
15.312 Organizational Processes
15.780 Stochastic Models

Select up to two of the following for the major / up to one for the minor:
1.0221 Urban Networks
1.041J Transportation Systems Modeling
6.034 Artificial Intelligence
6.050J Information Entropy and Computation
9.401  Introduction to Neural Computation
9.66J  Computational Cognitive Science
14.12  Economic Applications of Game Theory
14.15J Networks
14.32  Econometrics
18.06  Linear Algebra

Additional subjects that count for the minor (courses required for the major):
6.036  Machine Learning