CSE 1101 Computing Disciplines and Careers (1 credit)

Primary instructor: William Shoaff

Supporting faculty: Richard Ford

Textbooks and references:

Class notes, see handouts

Course information:


Prerequisites by topic: Basic English skills

Place in program: Required

Course outcomes & related student outcomes: The student will be able to

1. Give cogent descriptions of “computer science,” and “software engineering,” and some of their subdisciplines. (1: Awareness of professional issues and responsibilities)
2. Understand the importance of professional practice in computing. (1: Awareness of professional issues and responsibilities)
3. Recognize ethical, social, legal, and security issues in computing. (6: Analyze computing’s impact)
4. Understand requirements for a successful career in computing. (9: Continually learn)
5. List people, machines, languages, and systems that have been important in the development of computer science and software engineering. (10: Knowledge of history and present issues)
6. Write about computing topics. (7: Communicate effectively)

Topics covered:

1. Computer science and its body of knowledge (2 hours)
2. Software engineering and its body of knowledge (2 hours)
3. Career opportunities in computing (2 hours)
4. Professionalism in computing (2 hours)
5. Personal and interpersonal skills (1 hour)
6. The academic process: curriculum requirements and program outcomes (2 hours)
7. Computing tools: editors, compilers, integrated development environments, document preparation systems (2 hours)
8. Computing history (1 hour)
9. End of term exam (1 hour)
Approved by: William Shoaff, Associate Professor & Richard Ford, Professor, Department Head

William D. Shoaff

Signature: ___________________________ Date: 01/29/2015

Signature: ___________________________ Date: 2/2/15