CSE 1101 Computing Disciplines and Careers


Required
Prerequisites by Topic: None

Textbook (T) and References (R): Class notes

Course Outcomes & Related Student Outcomes: The student will be able to

1. Give a cogent definition of “computer science.” (1: Professional issues and responsibilities)
2. Give a cogent definition of “software engineering.” (1: Professional issues and responsibilities)
3. Understand the importance of professional practice in computing. (1: Professional issues and responsibilities)
4. Recognize ethical, social, legal, and economic issues in computing. (7: Analyze computing’s impact)
5. Understand requirements for a successful career in computing. (11: Continually learn)
6. List people, machines, languages, and systems that have been important in the development of computer science and software engineering. (12: Knowledge of history and present issues)

Topics Covered and Associated Time:

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)

Schedule:

Offered in Fall semester
One 50-minute instructor-lead meeting per week

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Signature: ___________________________  Date: June 27, 2012