

CSCE 190 - Computing in the Modern World

- **Credit Hours:** 1 hour
- **Contact Hours:** 1 lecture hour
- **Instructor:** Dr. Marco Valtorta
- **Required Textbooks:** none
- **Bulletin Description:** An introduction to the field of computing: trends in computing technology, the profession, and careers; subdisciplines in computing; the nature of research and development.
- **Prerequisite or Corequisite:** CSCE 145, 204, 205, 206 or equivalent
- **Required Course** in CE, CIS, and CS
- **Course Outcomes:** Students will be able to:
 1. Describe “the big picture” of computing,
 2. Identify important milestone events in the history of computing,
 3. Identify some advanced directions in computing research,
 4. Describe career trends and career options in computing.

- **Student Outcomes addressed by course**

Program	Student Outcomes Addressed
Computer Engineering	3, 4
Computer Information Systems	3, 4
Computer Science	3, 4

- **Topics covered:**
 1. The curricula in computing at USC (1 hour)
 2. The job market and employment trends in computing and IT (1 hour)
 3. Trends in computing—hardware, devices, HCI, software, and the web (5 hours)
 4. Research methodology in computing (1 hour)
 5. Research topics in computing at USC (2 hours)
 6. Lectures from the real world (3 hours)