

## CSCE 190: COMPUTING IN THE MODERN WORLD

- **Credit hours:** 1
- **Contact hours:** 1 lecture hour
- **Instructor:** Portia Plante
- **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:**
  - Understand the stages of product innovation
  - Create problem descriptions
  - Develop product prototypes
  - Understand the difference between the computing majors
  - Create a resume
  - Understand potential computing careers
- **Student Outcomes Addressed by Course:**

| <b>Program</b>               | <b>Student Outcome Addressed</b> |
|------------------------------|----------------------------------|
| Computer Engineering         | 3, 4, 5                          |
| Computer Information Systems | 3, 4, 5                          |
| Computer Science             | 3, 4, 5                          |

- **Topics Covered:**
  - Create problem statements (1 hour)
  - Create resumes (1 hour)
  - Attend a career center event (1 hour)
  - Discuss different computing majors, and potential job positions (2 hours)
  - Discuss diversity and ethical behavior (2 hours)
  - Conduct user research in their problem area (2 hours)
  - Storyboard solutions (1 hour)
  - Brainstorm product ideas (1 hour)
  - Sketch, and Prototype solutions (1 hour)
  - Group presentations of final solution (1 hour)