

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 programs

Learning 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 (Program) Outcomes addressed by course (Detailed mappings available)

Student Program Outcomes	SOs supported	SOs Moderately supported
Computer Engineering		f, h
Computer Information Systems		e, g
Computer Science		e, g

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)