

CSCE 190: Computing in the Modern World

- **Credit Hours:** 1 hour
- **Contact Hours:** 1 lecture hour
- **Instructor:** Ms. 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 CE
- **Course Outcomes:** Students will be able to:
 1. Understand the stages of product innovation
 2. Create problem descriptions
 3. Develop product prototypes
 4. Understand the difference between the computing majors
 5. Create a resume
 6. Understand potential computing careers

- **Student Outcomes Addressed by course:**

Program	Student Outcome Addressed
Computer Engineering	3, 5
Computer Information Systems	3, 5
Computer Science	3, 5

- **Topics Covered:**

1. Create problem statements
2. Create resumes
3. Attend a career center event
4. Discuss different computing majors, and potential job positions
5. Discuss diversity and ethical behavior
6. Conduct user research in their problem area
7. Storyboard solutions
8. Brainstorm product ideas
9. Sketch, and Prototype solutions
10. Group presentations of final solution