COMPUTER SCIENCE (CSDI)

CSDI 1200 Web Expressions (3)
The World Wide Web has allowed everyday people to have a global voice. Students learn to harness the power of the web to express themselves to the world. Covers the creation of images, sounds, animation, text, hypertext, video and weblogs, as well as how to be a savvy web user. Not open to students who have earned credit for CMDI 1200. Falls and Springs. (CTDI)

CSDI 1500 Computers: Fact, Fiction, Fantasy, and Film (3)
Offers a broad non-technical introduction to the presumably mysterious and strange world of computing from different perspectives. Students view computers and computing through social, antisocial, historic, prehistoric, scientific, linguistic, biographical, biological, musical, philosophical, and fictional lenses. Presents selected clips from movie, TV, and music libraries. No programming is involved. Three hours of lectures each week. Falls and Springs. (SSDI)

CSDI 2200 Exploring Innovation and Engineering (3)
This course is an introduction to the principles and practices of innovation and engineering, which applies to a broad range of disciplines, including applied mathematics, art, biology, computer science, environmental science, meteorology, and robotics. Students will learn and apply the innovator and engineer's design and implementation process to address real-world issues and challenges. Falls. (SIDI)

CSDI 2930 Robotics For Everybody (4)
An introduction to the basic concepts and current issues in robotics technologies. Students will learn how robots are designed, built and programmed by designing, building and programming a robot of their own creation based on common microcontroller platforms. Falls. (SIDI)
Prerequisite(s): none