

# COMPUTER SCIENCE (CSDI)

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## **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 1300 Digital Media Creation (3)**

Draws upon students' creative ability in creating and manipulating digital media through the use of programming. After discussing some of the basic elements in representing various media forms such as text, image, sound and movie, within computer, covers various simple but general programming skills and explains how to apply them to manipulate these digital media forms. Three hours of lectures and/or labs each week. Falls and Springs. (CTDI)

## **CSDI 1400 Computers: Past, Present, and Future (3)**

Reviews the history of the modern computer system, its origin, development, current status, and future. Focuses on the computer's transformation from an adding machine in its infancy to an engine of the current information age. Discusses some of the core ingredients and historical aspects such as the people and places that precipitated change, social and political pressures, problems and solutions, hardware and software, etc. Falls. (PPDI)

## **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