

CSC 276 Topics in Computer Science

3 cr.

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Office Hours: days and times

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Section	Time	Room	Final Exam
nn	days and times	location	date and time

Catalog description:

This course is used for the exploration of emerging aspects of applied computer science. The course is intended for coverage of a single area or a strongly unified collection of topics not otherwise available in the Computer Science curriculum. The topic(s) will be announced prior to registration. This course may be repeated once for additional credit if topics covered are different. Three lecture hours per week. Course content and prerequisites are variable.

Prerequisites: Variable depending on topics.

Course Goals:

The purpose of this course is for students to:

- CG01: Be introduced to and gain experience with emerging applied computer science technology
- CG02: Understand the relevance of the targeted technology and its potential impact on software development and future trends in the relevant application arenas
(CG01 & CG02 must be left "as is"; additional goals should be added as appropriate for specific topics)
- CG03: Offering-specific course goal
- CG04: Offering-specific course goal

Course Objectives:

Upon successful completion of the course, a student will be able to:

- CO01: Recognize circumstances favorable for the development of new technologies in support of advances in the field of computer science
- CO02: Recognize opportunities to apply emerging computer science technologies
- CO03: Utilize selected technologies to realize appropriate goals and objectives
(CO01 - CO03 must be left "as is"; additional objectives may be added as appropriate for specific topics)
- CO04: Offering-specific course objective
- CO05: Offering-specific course objective

Sample course topics:

- Mobile application development
- Unix and Unix-like systems
- Enterprise-level software design and programming
- Fundamentals of Web Development
- Data warehousing and mining
- Introduction to Big Data Analytics
- Introduction to Machine Learning
- Introduction to Biocomputation

Topics: a detailed list of topics directly related to the topic(s) to be presented must be provided

- topic 1
- topic 2
- ...

The emphasis of the course is on the presentation, discussion, and utilization of emerging technologies in the applied computer science arena. Included in discussion is an exploration of the research upon which the technologies are based, the environmental context that led to the development of the technologies, and the current and projected impacts the technologies have in the applied computer science arena.

Student Experiences:

Student experiences will be variable depending on the nature of the specific topics to be presented and may draw from the following possibilities:

- Paper detailing the evolution of the central course topic area and its current and projected impacts
- Programming projects
- Tests
- Design exercises
- Team-focused exercises and/or projects

Course Objective / Assessment Mechanism matrix

	Test / Quiz Questions	Homework Problems	Programming Projects	Lab Exercises	Group Projects	Papers	Design Exercises
CO01						✓	
CO02						✓	
CO03			✓	✓			
CO04							
CO05							
CO06							
CO07							

(Add/remove rows / columns as necessary.) (Insert additional assessment checkmarks as appropriate – the ones provided are a *minimal* starting point.).

Bibliography:

- Highly variable depending on topic(s) being presented

Anything in red needs to be deleted from the finished product; anything in green needs to be replaced with appropriate content and the color changed to automatic.