

EMBRY-RIDDLE AERONAUTICAL UNIVERSITY
Department of Computing and Mathematics
COURSE OUTLINE FOR

Course No.: CEC100
Cr Hrs: 1

Title: Introduction to Computing

Lecture Hours: 1

Laboratory Hours: 0

COURSE DESCRIPTION:

This course provides freshmen computing majors with an overview of the discipline of computing (computer science, computer engineering, and software engineering). In addition, the course includes instruction and activities to help students develop skills necessary to be successful in their college work. Prerequisite: Enrolled as a freshman student in computer science or computer engineering.

GOALS:

The course has two primary goals for students just beginning a program in computing: to educate them about the breath of the computing discipline and to help them be successful in their social and academic adjustment to the college experience.

PERFORMANCE OBJECTIVES:

1. Have a greater understanding, both in breadth and diversity, about the computing discipline.
2. Have an increased knowledge about computing careers and professional practice.
3. Have an increased understanding about and identification with the goals, processes and people that make up the Computer Science and Computer Engineering programs.
4. Possess increased capabilities to be successful in college.
5. Point to members of a support group of peers who they can rely on, who have faced common problems, and who understand how to solve those problems within a group framework.
6. Identify and use the campus resources which will aid in academic success.
7. Turn to at least one faculty member, academic advisor, or academic staff member for both academic and personal advice and support.
8. Have increased capabilities in written technical communication.
9. Build their own web page.

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COURSE OUTLINE FOR CEC100, Continued

TEXTBOOK:

None

SUGGESTED SUPPLEMENTAL MATERIALS:

None

PREREQUISITE KNOWLEDGE BY TOPIC:

1. Freshman student enrolled in a computing degree.

	TOPIC	CLASS HOURS	COURSE OBJECTIVES
1.	Overview of Computing	10	Describe some of the primary areas of computing, discussing the concepts and topics in the areas.
2.	College Success Activities	8	Bond with a group of students in their degree programs. Understand and appreciate the key factors in being successful in college.
3.	Computing Careers and Professional Practice	4	Describe the benefits of cooperative education; appreciate the breadth of careers available in computing; and discuss various ethical and professional issues in computing.
4.	Advising	2	Complete a four year degree schedule plan. Describe the basic rules for academics and registration.
5.	Web Page	2	Construct a personal web page using links and graphics.
6.	Computing Papers	2	Read and describe the contents of technical computer papers. Write a short technical paper.

LABORATORY:

open computing laboratory for web page development

COMPUTER USAGE:

web browser, web editing tool, word processor

GRADING SYSTEM:

Varies with each instructor; however grades are usually based on attendance, homework assignments, student journals, a technical report, and a final exam.

ESTIMATED CONTENT:

Skills:	30%
Content:	70%