Course Syllabus

Department: Computing Sciences

Date: 9/19/2012

I. Course Prefix and Number: CSC 295

   Course Name: Current Topics in Computing and Technology

   Credit Hours and Contact Hours: 3 credit hours and 3 contact hours

   Catalog Description including pre- and co-requisites:
   This course covers new topics and developments in the field of computing sciences. These topics are beyond the scope of standard CSC courses, and are of interest to faculty and students. Some topics of current interest in the industry may include game programming, a new programming language, and programming hand-held technology devices. This course may be taken more than once, as long as the course content changes.

   Prerequisite: permission of instructor

   Relationship to Academic Programs and Curriculum including SUNY Gen Ed designation if applicable:

   Learning outcomes will vary with the topic. Individual course creators should select appropriate outcomes.

II. Course Student Learning Outcomes:

Learning Outcomes

   These will vary according to the specific topic. A syllabus indicating the learning outcomes will be provided.

   College Learning Outcomes Addressed by the Course: (check each College Learning Outcome addressed by the Student Learning Outcomes)

   The learning outcomes will change when the topic changes.

   □ writing  □ computer literacy
   □ oral communications  □ ethics/values
   □ reading  □ citizenship
   □ mathematics  □ global concerns
   □ critical thinking  □ information resources
III. Instructional Materials and Methods

Types of Course Materials:
Textbooks: vary with course content.

Methods of Instruction (e.g. Lecture, Lab, Seminar …):
Lecture
Discussions
Demonstrations

IV. Assessment Measures (Summarize how the college and student learning outcomes will be assessed): For each identified outcome checked, please provide the specific assessment measure.

As unique learning outcomes are established for each “Topic” offered, unique assessment measures will be detailed. Examples include student presentations (oral and written), demonstration of skills, written and oral exams, writing computer applications and creation of poster or oral presentations for professional conferences.

V. General Outline of Topics Covered:

Each “Topic” offered will have different material covered. In general, our guidelines within the Department are to offer topics that are not covered in other courses, are explored in greater detail than in other courses or are being considered for inclusion in another course or as stand-alone courses. Recent examples of CSC Topics offered: IPv6, C++ Programming, and C# Programming.