## Introduction to Computing Technology

**CSE 1110**

### Description / Conditions

**Transcript Abbreviation:**
Intr Comptg Techn

**Course Description:**
A course of general interest giving experience with personal computer software, e.g., word processors and spreadsheets; provides fundamental computer literacy; neither teaches nor requires programming.

**Course Levels:**
Undergraduate (1000-5000 level)

**Designation:**
Elective

**General Education Course:**
(N/A)

**Cross-Listings:**
(N/A)

### Course Detail

**Credit Hours (Minimum if “Range” selected):**
3.00

**Max Credit Hours:**
(N/A)

**Select if Repeatable:**
Off
Maximum Repeatable Credits:
(N/A)

Total Completions Allowed:
(N/A)

Allow Multiple Enrollments in Term:
No

Course Length:
14 weeks (autumn or spring)
12 weeks (summer only)
7 weeks (autumn or spring)

Off Campus:
Never

Campus Location:
Columbus
Lima
Mansfield
Newark

Instruction Modes:
In Person (75-100% campus; 0-24% online)
Hybrid Class (25-74% campus; 25-74% online)

Prerequisites and Co-requisites:
(N/A)

Electronically Enforced:
No

Exclusions:
Not open to students with credit for 1111 or 1113.

Course Goals and Learning Objectives
Course Goals / Objectives:
Be competent with understanding the role of computers in our society
Be competent with using four of the most popular kinds of software on the market: spreadsheets, database
managers, presentation graphics, and word-processing
Be familiar with using computer hardware by understanding how instructions are executed, information is
input/output, binary no. system, storage devices, telecommunications
Be familiar with using the computer as a tool for problem solving in many areas: business, manufacturing,
medicine, art, education, the military, government, etc
Be familiar with how computers have evolved, the history of the computer industry, and the dramatic speed at
which computer technology has evolved and continues to do so
Be familiar with security issues, computer crime, the implications of natural disasters on computers, inadvertent
tampering, and what can be done about each
Be exposed to social and ethical issues, including new social and ethical questions that need to be addressed
because of computer technology
Be exposed to language issues, syntax and semantics, difficulties in using spoken languages for computers,
what programming languages are, and what steps are involved in creating computer software

Check if concurrence sought:
No

Contact Hours
Contact Hours:

<table>
<thead>
<tr>
<th>Topic</th>
<th>LEC</th>
<th>REC out-of-class</th>
<th>REC in-class</th>
<th>Weekly LAB out-of-class</th>
<th>Weekly LAB in-class</th>
</tr>
</thead>
<tbody>
<tr>
<td>Computers in society; word processing</td>
<td>4.0</td>
<td>0.0</td>
<td>0</td>
<td>1.0</td>
<td>0</td>
</tr>
<tr>
<td>Application software</td>
<td>2.0</td>
<td>0.0</td>
<td>0</td>
<td>1.0</td>
<td>0</td>
</tr>
<tr>
<td>The components of the system unit; spreadsheet application</td>
<td>4.0</td>
<td>0.0</td>
<td>0</td>
<td>1.0</td>
<td>0</td>
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<tr>
<td>Operating systems and utility programs</td>
<td>2.0</td>
<td>0.0</td>
<td>0</td>
<td>1.0</td>
<td>0</td>
</tr>
<tr>
<td>Computing input devices</td>
<td>2.0</td>
<td>0.0</td>
<td>0</td>
<td>1.0</td>
<td>0</td>
</tr>
<tr>
<td>Computing output devices</td>
<td>2.0</td>
<td>0.0</td>
<td>0</td>
<td>1.0</td>
<td>0</td>
</tr>
<tr>
<td>Storage technology; database software</td>
<td>4.0</td>
<td>0.0</td>
<td>0</td>
<td>1.0</td>
<td>0</td>
</tr>
<tr>
<td>Database management; communications and networks</td>
<td>3.0</td>
<td>0.0</td>
<td>0</td>
<td>1.0</td>
<td>0</td>
</tr>
<tr>
<td>Computers and society, security, privacy, and ethics; presentation software</td>
<td>4.0</td>
<td>0.0</td>
<td>0</td>
<td>1.0</td>
<td>0</td>
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<tr>
<td>Total</td>
<td>27</td>
<td>0</td>
<td>0</td>
<td>9</td>
<td>0</td>
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</table>

Grading and Texts

Grading Plan:
Letter Grade

Course Components:
Lecture
Lab
Grade Roster Component:
Lecture

Credit by Exam (EM):
No

Grades Breakdown:

<table>
<thead>
<tr>
<th>Grades Breakdown</th>
<th>Percent</th>
</tr>
</thead>
<tbody>
<tr>
<td>Homework/Quizzes</td>
<td>20%</td>
</tr>
<tr>
<td>Labs</td>
<td>30%</td>
</tr>
<tr>
<td>Midterm Exam</td>
<td>25%</td>
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<tr>
<td>Final Exam</td>
<td>25%</td>
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Representative Textbooks and Other Course Materials:

<table>
<thead>
<tr>
<th>Title</th>
<th>Author</th>
<th>Year</th>
</tr>
</thead>
<tbody>
<tr>
<td>Discovering Computers 2008</td>
<td>Shelly, Cashman, Vermaat</td>
<td></td>
</tr>
</tbody>
</table>

ABET Student Learning Outcomes

ABET-CAC Criterion 3 Outcomes:

<table>
<thead>
<tr>
<th>Some contribution (1-2 hours)</th>
<th>1</th>
<th>Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Substantial contribution (3-6 hours)</td>
<td>4</td>
<td>Recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles</td>
</tr>
<tr>
<td>Some contribution (1-2 hours)</td>
<td>6</td>
<td>Apply computer science theory and software development fundamentals to produce computing-based solutions.</td>
</tr>
</tbody>
</table>

ABET-ETAC Criterion 3 Outcomes:
(N/A)
ABET-EAC Criterion 3 Outcomes:
No outcome selected

Embedded Literacies (UG courses only)

Embedded Literacies Info:

Attachments / Additional Notes or Comments

Attachments:
(N/A)

Additional Notes or Comments:
(N/A)