

COMPUTER SCIENCE LEARNING GOALS MATRIX, Updated January 2008

CSC 499/Mentored Research II in Computer Science
CSC 471/Genomics and Bioinformatics
CSC 470/Topics in Computer Science
CSC 465/Games II: Implementation and Project Management
CSC 460/Theory of Computation
CSC 446/Database Management Systems
CSC 391/Independent Study in Computer Science
CSC 390/Programming Languages
CSC 380/Artificial Intelligence
CSC 365/Games I: Design and Architecture
CSC 360/Networks
CSC 350/Digital Computer Graphics
CSC 320/Information Retrieval
CSC 307/Data Mining and Predictive Modeling
CSC 250/Accelerated CS I and II (replaces CSC 220/230)
Practicum: CSC 498/Mentored Research I or CSC 399/Internship
CSC 434/Compilers and Interpreters
CSC 410/Advanced Analysis of Algorithms
CSC 330/Operating Systems
CSC 325/Computer Architecture
CSC 340/CS III: Programming in the Large
CSC 310/Discrete Structures of Computer Science
CSC 230/CS II: Data Structures and Algorithms
CSC 220/CS I: Computational Problem Solving
CSC 099/Orientation to Computer Science

Liberal Learning

Intellectual Growth																
1. Academic Inquiry	X	X		X	X		X	X	X		X		X	X	X	X
2. Writing				X		X	X	X			X	X			X	X
3. Speaking				X			X						X			
4. Information Literacy	X	X		X			X	X		X	X	X	X	X	X	X
5. Foreign Language																

Civic Responsibility																
6. Race / Ethnicity	X															
7. Gender	X															
8. Global Perspectives	X															
9. Community Engagement				X				X					X			X

Domains of Knowledge																
10. Artistic Expression													X	X		X
11. Worldviews												X				
12. Social Structures																
13. Social Change																
14. Scientific Investigation				X	X	X	X		X		X	X	X	X	X	X
15. Quantitative Reasoning		X	X	X	X	X	X	X		X	X	X	X		X	X