

Course Number

CSC-105-01

Course Description

Introduction to the field of computer science with a computer games theme. Introduces students to algorithms, basic data structures, and programming techniques. Computer game development is used as an example application area and students implement their own games throughout the course.

Academic Term

22/FA

Instructor

Rieffel, John

Location & Meeting Time

Olin Building-107+ M/W/F 01:50PM-02:55PM LEC

Olin Building-107+ T 01:55PM-03:40PM LAB

Petition

Y

Credits

1.00

Capacity

24

Total Students

24

Additional Information

<http://cs.union.edu>

Common Curriculum

QMR

SET

JCAD

JDQR

JETS

Interdisciplinary Programs

Science, Medicine & Tech in Cu

Academic Department

Computer Science

Field Of Study

Computer Science (CSC)