



# CT1112 Professional Skills

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KAREN YOUNG

# CT1112 Module Overview

**Lecturer:** Karen Young

**Assessment:** Continuous Assessment

**Objective:** Develop the non-technical skills critical to career success

**Lectures:** Semester 1: Tuesday 09h00-10h00  
Semester 2: Wednesday 14h00-15h00

# CT1112

## Lecture

### One

What is Computer Science?

What does a Computer Scientist Do?

Computer Science Skills

# Computer Science?

- *“Computer science is the study of computation, automation, and information. Computer science spans theoretical disciplines to practical disciplines.”* (Wikipedia)
- *“The study of computers and computing, including their theoretical foundations, hardware and software, and their uses for processing information”* (Britannica)
- Five Disciplines of Computing: computer science, computer engineering, information systems, information technology and software engineering (Britannica)
- Computer Science is Changing Everything (code.org)

<https://www.youtube.com/watch?v=QvyTEy1wyOY&list=RDLVANVBCyzNgaU&index=8>

# Computer Science Fields?

| Algorithms and complexity     | Networking and communication       |
|-------------------------------|------------------------------------|
| Architecture and organization | Operating Systems                  |
| Computational science         | Parallel and distributed computing |
| Graphics and visual computing | Programming languages              |
| Human Computer Interaction    | Security                           |
| Information Management        | Software engineering               |
| Intelligent Systems           | Social and professional issues     |

*Source: Britannica*

# Computer Scientist?

- ✓ Thinks about and conceptualises problems and challenges
- ✓ Works as part of interdisciplinary teams with technical and domain experts to solve problems and create new products
- ✓ Develops and implements new software solutions
- ✓ Creatively seeks to improve the performance of existing computer systems and software
- ✓ Develops new computing techniques and materials
- ✓ Research involving experimentation and modelling
- ✓ Studies, experiments and investigates technological fields such as artificial intelligence, robotics or virtual reality

# Computer Scientist?

A Day in the Life: Software Development Director, Ronan O'Rafferty, Verizon Media:

<https://www.youtube.com>

# Computer Scientist?

## HP Graduate Software Developer October 2022:

- You will analyze, design, program, debug, and modify software enhancements and/or new products used in local, networked, or Internet-related computer programs, primarily for end users
- You will write code and complete programming by using current programming languages and technologies
- You will perform testing and debugging of applications
- You will complete documentation and procedures for installation and maintenance
- You will interact with users to define system requirements and/or necessary modifications
- You will effectively communicate product architectures and design proposals
- You will collaborate with peers, engineers, technicians, and external design partners
- You will typically interact with high-level individual contributors, managers, and program core teams

If you are...

- An enthusiastic team player who is keen to learn and develop
- On track to complete your Bachelor's degree in Computer Science, Information Systems, or equivalent by summer 2023
- Experienced in software application design tools, experienced in programming languages and ideally have some awareness of developing for Linux
- Excellent in verbal and written communication and presentation



# Computer Scientist Responsibilities

- ✓ **Identifies Problems:** analytical and communication skills
- ✓ **Solves Problems:** creative, critical thinking and technical skills
- ✓ **Organises** and classifies large volumes of **information:** analytical, critical thinking skills
- ✓ Investigates **technologies**
- ✓ **Implements solutions** in different software environments & programming languages
- ✓ **Collaborates** with others: share ideas, listen, communicate
- ✓ **Manages:** time, tasks, projects, teams



# Developing Professional Skills

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# Computer Science Profession?

- Professionalism: protect against poor design, inadequate testing, data theft and other insecure, unethical practices
- Profession?
  - Body of Knowledge
  - Professional Development: Education and Training
  - Code of Ethics

<https://www.youtube.com/watch?v=QOMhRSY74v4>

# Computer Science Skills?

- Technical skills
- Technical writing skills
- Project management skills
- Problem solving skills
- Analytical skills
- Critical thinking skills
- Creativity
- Teamwork and interpersonal skills
- Communication

# Computer Science Soft Skills

- Software development is a collaborative activity
- Effective collaboration requires good interpersonal skills: working with both technical and non-technical people
- People skills determine **how** well professionals work with others and their approaches to problems
- People skills often the determining factor in computer science career success
- Many top tech companies test applicants on their soft skills during the interview process: communication, collaboration, creativity etc.

# Computer Science Soft Skills

- **Collaboration:** teamwork, working effectively with others
- **Communication:** describing complex ideas to diverse audiences
- **Independence:** self motivation, initiative
- **Creativity:** creative thinking to solve problems, innovation
- **Curiosity:** open to learning, asking questions

# CT1112

## Week 3

- MCQ 1 (Canvas Reading Week 3: Announcement)
- Emotional Intelligence
- Self Awareness: Openness? Motivation? Creativity?
- Personality & Computer Science