Computer science, software engineering, and information technology are three related, yet different disciplines. Computer science is defined as the study of how algorithms interact with computer systems, and their uses (Dale, Lewis). Software engineering is defined as the application of the technological research and knowledge to create and test software (SEVOCAB). Information Technology is defined as the use of technology to handle digital information (SEVOCAB). While computer science is concerned with how and why computers and algorithms work the way they do, software engineering deals with how it can put the research to practical use in developing software. Information technology deals with how to use the research to make transmitting information more efficient, and how to fix computer systems when they fail.

The three fields of computer science I have an interest in are web development, network architecture, and database management. Computer science is applied in web development through the use of many programming languages, and the technical considerations one has to make in order to make a functional web page. While a computer science degree is not necessarily required in order to be a web developer, if one wants to work on high-profile websites for large companies, it is needed. Network architecture applies computer science since network usage and requirements have to be taken into consideration when designing a new network infrastructure, and a computer science degree is required, possibly with some graduate work as well. Database management applies computer science as it requires one to manage tons of data, and to maintain the database's security and performance. Usually, a masters in computer science with specialization is required for bigger companies. (Hoffman)

Web development is the field of computer science that I am most interested in at the moment. Reason being, is that I can take this work anywhere in the world, since I do not have to be tied down to one place. I plan to essentially barely scrape by for a couple years after college, and make connections around the world, and then settle down somewhere (eventually). At that point in time, I will transition into something more permanent and lucrative. The portability is not the only reason, however. I enjoy being able to create something tangible, and to be able to see my own creation. With other fields, whether they concern research or management, usually you get to see a few numbers that indicate that you did your work right, and that is satisfying for me. For me, websites can almost function as art, depending on their purpose and design, ex: Alternate Reality Games (ARGs).

Report report:

The first step I took to write the report was to research the various fields of computer science. I applied the information literacy skill in order to extract the necessary information I needed for the report, instead of random or erroneous information. After compiling all of the necessary information into a notes document, I created an outline so that I could have a structure for the report. However, when I got to the question of what field I am most interested in, I had to apply the critical thinking skill to reach a satisfying answer. That one took me a while, since I had many factors I had to think about and consider. After the outline was complete, I begun to actually write the report. I employed skills that I learned from my composition classes to complete the report. After finishing, I read it aloud to myself so that I could correct any awkward phrases or grammatical errors. This is representative of the writing skill from FGCUScholars.

Sources:

Dale, Nell, and John Lewis. Computer Science Illuminated. Jones & Bartlett Learning Logo, 2015.

Hoffman, Michael. “Explore Computer Science Careers.” Computer Science, www.computerscienceonline.org/careers/.

SEVOCAB, pascal.computer.org/.