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Fields Report

   Computer science, software engineering and information technology are three fields that are somewhat similar but still have relative differences. Computer science is the experimentation and engineering that makes up the base of computers. Software engineering is the use of engineering in the creation of software, often times using a repeatable method. Information technology is the use of multiple systems to keep information flowing. Storage, transmission and receiving information all at the same time. One field of computer science is hardware. Hardware is the physical creation of computers, the wiring and circuits that go into every single computer that we use. Hardware has some comparisons to electrical engineering. Hardware can also be computer repair, or focusing on the construction of a computer, such as what a hardware engineer might do. Graphics is another field of computer science. Graphics can be anything from the beautiful designs we see in video games to multiple methods of visualizing data on graphs. Graphics can also be applied to animated movies. Networking is another field of computer science that focuses on the interaction of multiple systems, sometimes within the same area and sometimes across distances. Mathematical algorithms are necessary for several networking types. I am most interested in the field of Game Design, within computer science. I find that the field is a wonderful place for me to not only experience programming and the technical aspects of design, but also a place where I could be creative, designing worlds and characters that might one day be popular icons in history. I also would be interested in cyber defense, within computer science. The idea of protecting information or networks that are vital to the safety of the US or even private companies would feel like a meaningful and competitive job to me, thus fulfilling what I want from a career in computer science.