



Portfolio #1:

CIS 1102N- Introduction to
Computing

Khugo Sebastian E. Auditor
BSCS- 1

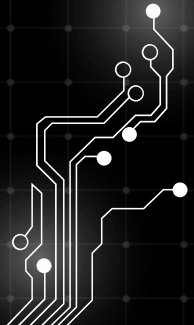




Table of Contents:

Delve into the world of technology and learn more about Computer Science as a discipline:

<u>Computer Science as a Discipline</u>	<u>What is computer science and what type of discipline is it?</u>
<u>The different Computer Disciplines and Majors</u>	<u>The different computer science disciplines and its purpose.</u>
<u>Thoughts and opinion</u>	<u>My thoughts regarding Computer Science as a discipline and other computing disciplines</u>
<u>About Me</u>	<u>Who am I? Why did I choose to pursue a degree in Computer Science?</u>
<u>Resources</u>	<u>Journals and articles used as bases for this presentation.</u>

Name & Class:

Khugo Sebastian E. Auditor
BSCS - 1

Class Course:

Group 2 CIS 1102N – Introduction to Computing

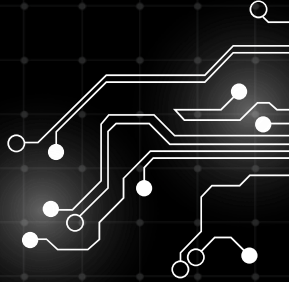
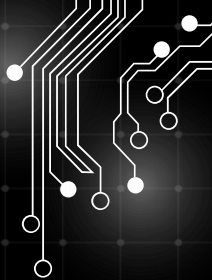


Table of contents



01

Computer
Science as a
Discipline

02

Different Computer
Science Major and
Discipline

03

Thoughts and
opinion

04

About Me

05

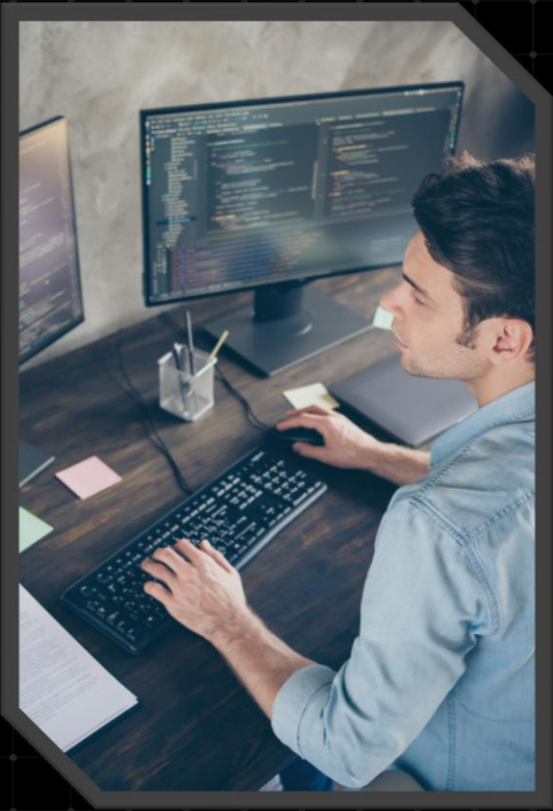
Resources



01

Computer Science as a Discipline





Computer Science as a Discipline

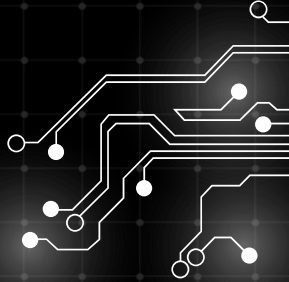
Computer science is an interdisciplinary field that involves computation, developing algorithms, machine learning, and the implementation of artificial intelligence. This field is broad, encompassing both scientific and engineering aspects that aim to provide a solution to certain problems (Hazzan et al., 2020). Through computer science, various software have been developed and multiple systems have been created, which are utilized by people and large businesses in their day-to-day settings.





02 | Different Computing Majors

Group 2- CIS 1102N





Computing Majors and Fields

There are various computing fields and majors that make up the tech industry. These fields and majors are unique in their own way. Despite their differences, these fields work in ways that strive to innovate the world. Some of these computing fields are computer science, information technology, information systems, computer engineering, software engineering, etc.



Computing Fields:

Computer Science:

Computer science is a large computing field that has become popular over the decade. It is considered an engineering discipline for computation and automation, as well as the scientific and practical approach to processing information. It is the development of principles revealing a computer's function and is a field that aims to create new technology and computational solutions/algorithms (Singh, 2025).

Software Engineering:

A systematic collection of well-written programs and the development practices of techniques. This is what software engineering is. It discusses systematic and cost-effective techniques for software development and is executed through an engineering approach (Mall, 2018). This major is focused on creating and implementing efficient and reliable software systems.

Information Technology:

Information technology is a computing major that establishes and maintains various computer infrastructures. This field focuses on organizational needs, and it helps enable users to accomplish personal and organizational as well as societal goals (Association for Computing Machinery and IEEE Computer Society, 2020).



Computing Fields:

Information Systems:

Information systems is a computing discipline concerned with the development and use of computer-based products in different organizations but is mostly focused on the technological aspects and not the social (Oates et al. 2022). It is also the discipline that bridges the gap between different majors. This discipline applies to various fields, including business, medicine, and engineering, by integrating them with technological aspects.

Computer Engineering

Computer engineering began in 1939 when John Vincent Atanasoff and Clifford Berry developed the first electronic digital computer in the world through physics, mathematics, and electrical engineering (Ridha M. et al., 2020). This computing field is concerned with developing a machine/product through the use of software and hardware.






My Thoughts..

03




<h3> My Thoughts and Opinions </h3>



The 21st century is filled with different majors/fields that are highly significant in contributing change to our society. In today's age, where most of us are well-versed in technology, we often take for granted the people who are behind these developments as well as overlook the purpose behind their creation. The different computing fields and majors have their own distinct qualities and goals in our society. However, I learned that despite the differences of each field, they work on a similar goal to enhance and innovate our nation. A particular example for this one is the computer engineering field. This field fuses both the use of software and hardware skills to develop a product/machine.

These computing disciplines are essential for sustaining and improving people's lives. It also provides multiple opportunities to people all around the world. These creations are becoming essential to people's daily lives, businesses, and organizations. Being aware and being able to acknowledge these disciplines helped me understand more about my chosen field and the related fields that can be of use to my career choice. I believe that having the right foundation and knowledge regarding the various computing fields is beneficial since it provides me a profound understanding of the industry I step foot in.

Prior to this presentation, I had little to no knowledge about the field I chose as well as the other computing disciplines that are related to computer science. Now, I've garnered knowledge and a bit of understanding regarding the differences of each discipline. It gave me more motivation to strive in my studies and chosen field. Having a concise and foundational knowledge of this topic gave me a clearer vision that will allow me to work towards my goal of becoming a data scientist. Apart from this, the information I gathered in creating this presentation gave me a sense of appreciation for computer science as well as the different computing skills related to my future career.



About me:



- I'm Khugo Sebastian E. Auditor / "Seb" in short
- I'm 18 years old
- I graduated With Honors in Southwestern University PHINMA S.Y. 2024-2025
- I play soccer/football, read books, and binge watch suits on Netflix
- I decided to study Computer Science because I want to pursue a career in Data Science in the future as well as learn Artificial Intelligence.



Resources

Association for Computing Machinery (ACM) IEEE Computer Society (IEEE-CS). (2020). Computing Curricula 2020 CC2020. <https://dl.acm.org/citation.cfm?id=3467967>. doi: 10.1145/3467967.

Hazzan O., & Ragonis N. (2020) "Overview of the Discipline of Computer Science", p. 32, https://doi.org/10.1007/978-3-030-39360-1_3.

Mall R. (2018). Book Overview: Fundamentals of Software Engineering (5th Ed.). PHI Learning.

Oates J. et al.(2022). Researching Information Systems and Computing (2nd Edition). Sage Publications Ltd.

Ridha M. & Ridha A. (2020). Computer Engineering on Overview : Compulsory (Ed. N. Ridha). Independently Published.

Singh A. (2025). Evolution of Computer Science: A Historical and Technological Overview. American Journal of Artificial Intelligence and computing, 1(2), 62-86.

