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Intro to Computer Science

November 3, 2018

Fields Report

Computer science, software engineering, and information technology are all areas of knowledge that are within the same ball field. However, each subject has its focus and expertise that has a clear difference between each other. Computer Science is the study of computer hardware and computer software. It usually deals with problems and algorithms through the usage of computing. Computer science is a very general area of study, unlike the other two subjects mentioned above. In fact, software engineering can be considered as a branch from computer science. The definition of software engineering is the process of developing and adjusting software based on the certain needs from people using a variety of programming languages. Software engineering focuses mainly on the software aspect of computer applications, but people in this field also deal with product testing and management of projects. Information technology, or IT for short, is the use of computing with hardware and software to create, manage, and share information in different forms of communication. IT usually deals in areas such as network systems, digital communication, information support, and some programming development.

Since computer science is very diverse, there are many different types of fields in computer science. For example, there are fields like game development, computer hardware, and artificial intelligence. Computer hardware is a field where people deal with building circuits and chips. They dive into hardware design subjects like chip architecture for CPUs and GPUs. A recent example of this is the new Zen CPU architecture that has a very efficient and modular design. Artificial intelligence is an upcoming and huge field within computer science. The definition of artificial intelligence is an area of computer science that focuses on creating an artificial ability of intelligence. Developers in this area deal with creating solutions for machine learning and improving upon them. They also work on robots and can deal with different types of machine learning like unsupervised or supervised. Game development is a field where it is closely related to software engineering, but it is not the same thing. Game development is simply a topic that focuses on the process of creating a video game. This includes conceptualization, graphics, programming, and releasing it onto the market. It does have bases from other areas like business but is mainly computer science concentrated.

As for me personally, I have a massive passion for video games. This love planted a seed that eventually spread towards other areas that are related to video games, like computer hardware and programming. I want to become a game developer because I want to create video games and share to other people my excitement for video games. Not only that, but the immersion from a video game has changed dramatically since I first started playing. The games that were released early 2000s compared to the games today look nothing alike with the improvements made to graphics and functionality. It doesn't stop there because as of right now, VR has recently hatched! VR comes with an unimaginable amount of possibilities as it gives a completely different type of immersion from looking at a screen.

Soon VR technology can someday send a person's consciousness into the actual video game world. Albeit, this is far-fetched but the fact that this can become a reality makes becoming a video game developer much more exciting.

Report Report

When I read over the requirements for the field report I instantly came up with a general idea of what I was going to write. I had to describe computer science, software engineering, and information technology. This wasn't that bad as I already have a base in those subjects, but I just needed a proper definition. So, I googled different definitions of each term and combined my definition with the definitions I found on various websites. As I planned to write this to a potential employer, I decided to write in a professional manner. However, when reading the essay out loud, it felt as if the introduction was missing something. After rereading a couple of times, I noticed that the essay was informative and frankly boring to read. With this in mind, there were some flair added to make the introduction easier to read.

With the introduction finished, I moved onto the three fields related to computer science. I was thinking about being a little lazy and just google three random fields, but I decided to put in fields that were in my range of interest since this is a report to a potential employer. The fields ended up being computer hardware because hardware is cool, artificial intelligence because AI has potential and is interesting, and game development which is the main reason why I decided to become a software engineer in the first place. After deciding what to do, all I needed to do is to describe the fields in a way that showed my interest.

Game development was the obvious choice for the final paragraph because it is the main reason why I do any of this, I found out my passion for games and that translated into me wanting to become a game developer myself, so I just wrote what I thought of. It ended up nicely in my opinion.