**Intro To Computing**

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**Course description:**

Computing is a large field with many different topics that can people are not always aware of. As computers influence our daily lives it is important for those both inside and outside of computing fields to understand the different aspects of computing on a broad technical and artistic scope.

This course aims to help students understand the five different disciplines of computing: Computer engineering, Computer Science, Data Science, Human-Computer interaction, and graphical and user interfaces. It will do so by introducing programming from a basic level, then playing with a teaching tool that has been created to demonstrate the different aspects of computing.

**Course objectives:**

Learn about the disciplines of computing from a broad perspective going over all the disciplines of computing. Explore the career opportunities in each of these disciplines. Educate yourselves on simple project infrastructure and learn hands on examples of each field.

**Course Schedule:**

Week 1: Introduction to computing; introduction to python

Week 2: Introduction to Computer Engineering; installing and running python modules

Week 3: Introduction to Human-Computing interfaces; ; Introduction to controller and basic breadboarding

Week 4: Introduction to Computer Science; introduction to pong and running pong

Week 5: Introduction to Data Science; Playing with example AI and AI infrastructure

Week 6: Introduction to Graphics and User Interface; Importing images into pong game

Week 7: Introduction to pong LAN capabilities