

## UNION COLLEGE Computer Science Department Plans and Initiatives



### **Update on prior initiatives:**

- The digital art program now has a tenure track faculty member and the majority of courses have been developed and approved.
- New CS electives in web programming, computer games, bioinformatics, user interfaces and robotics are now part of the curriculum.
- CS faculty regularly teach First Year Preceptorial, Scholars Seminar, Sophomore Research Seminar.
- 25-node dual-cpu cluster computer is installed and operational.
- Robotics lab facility and Human Computer Interaction lab facility (supported by a grant from the National Science Foundation) are both operational.

### **Summary of curricular changes, fully in place by September 2008:**

- Choice of five introductory CS courses (based on artificial intelligence, computational science, game development, media computation, robotics)
- Revamped data structures course.
- Reduction in number of required courses, increase in number of electives.
- Increase in range of electives offered by CS department.
- Digital Art minor.

### **Ongoing projects:**

- Computational science track under development (supported by a grant from the National Science Foundation).
- CS minor on digital libraries, information retrieval, and natural language processing, to be developed in consultation with Anthropology, Modern Languages, English, Classics.
- Collaborations with RPI and SUNY Albany on gaming and parallel computing
- Collaboration with RPI, SUNY Albany, the Schenectady Museum, and Schenectady County Community College on social robotics (supported by a grant from the National Science Foundation).

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