UNION COLLEGE
Computer Science Department
Plans and Initiatives

Initiatives undertaken in 2005-2006
• Introduction, with Visual Arts, of new Digital Art track. This year’s offerings:
  • Introduction to Digital Art
  • Real and Recorded Time
  • Creative Computing (media computation based introduction to CS).
• New upper level web development course for CS majors.
• Two sections of first year preceptorial offered by a CS faculty member.
• Cluster computing with 25-node dual-cpu cluster
• Development of robotics lab facility and human computer interaction lab facility.

Initiatives planned for 2006-2007
• Robotics course for non-majors (with lab)
• Robotics course for majors
• Bioinformatics course, developed by CS and Biology
• “The Computer Science of Computer Games” elective for CS majors
• “Designing as if People Mattered” Sophomore research seminar
• Union Scholars seminar on Alan Turing
• Continued development of digital art program
  • Processed Pixel (art based introduction to programming)
  • Web Aesthetics

Initiatives in planning stages
• Development of additional introductory courses
• Human computer interaction course for majors.
• Scientific computing track, to be developed with Math, Physics, Chemistry.
• Cognitive science track, to be developed with Psychology and Philosophy
• Scientific visualization track, involving CS, Visual Art, Biology.
• Additional work on computational biology track.
• 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, parallel computing, and social robotics.

Rev. July 2006

Contact Valerie Barr, CS Dept. Chair, barry@union.edu, 518-388-8361