



Syllabus

CSC 295 Current Topics in Computing and Technology

General Information

Date

July 31st, 2018

Author

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Department

Computing Sciences

Course Prefix

CSC

Course Number

295

Course Title

Current Topics in Computing and Technology

Course Information

Credit Hours

3

Lecture Contact Hours

3

Lab Contact Hours

0

Other Contact Hours

0

Catalog Description

This course covers new topics and developments in the field of computing sciences. These topics are beyond the scope of standard CSC courses, and are of interest to faculty and students. Some topics of current interest in the industry may include game programming, a new programming language, and programming hand-held technology devices. This course may be taken more than once, as long as the course content changes

Key Assessment

This course does not contain a Key Assessment for any programs

Prerequisites

permission of instructor

Co-requisites

None

Grading Scheme

Letter

First Year Experience/Capstone Designation

This course **DOES NOT** satisfy the outcomes applicable for status as a FYE or Capstone.

SUNY General Education

This course is designated as satisfying a requirement in the following SUNY Gen Ed category

None

FLCC Values

Institutional Learning Outcomes Addressed by the Course

None

Course Learning Outcomes

Course Learning Outcomes

1. These will vary according to the specific topic. A syllabus indicating the learning outcomes will be provided.

Outline of Topics Covered

Each "Topic" offered will have different material covered. In general, our guidelines within the Department are to offer topics that are not covered in other courses, are explored in greater detail than in other courses or are being considered for inclusion in another course or as stand- alone courses. Recent examples of CSC Topics offered: IPv6, C++ Programming, and C# Programming.