Sure, you know a million apps … do you know any computer *science*?

Computer Science is the study of *computation* built on fascinating (and beautiful!) principles. Computer science concepts apply in many fields: graphics, art & design, math, knowledge representation, engineering, biology, markets, and many more. *Use the power of computing in your career!*

A NEW COURSE

CSE190S: COMPUTER SCIENCE PRINCIPLES

The Department of Computer Science and Engineering (CSE) will offer a new course in Winter Quarter 2011 titled: COMPUTER SCIENCE PRINCIPLES. The course is designed **for non-majors** and covers fundamental concepts of computer science that are essential knowledge for a well educated person living in the 21st century. CS Principles fulfills the Quantitative and Symbolic Reasoning (QSR) requirement.

> **-- Limited Enrollment --**
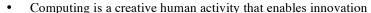> **First Offering (Pilot):** Winter 2011
> **This class is limited to 40 freshmen students. Apply here:**
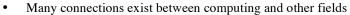> https://catalysttools.washington.edu/webq/survey/snyder/106424

Be A Pioneer! The COMPUTER SCIENCE PRINCIPLES class is part of a 5-campus effort (UW, UC Berkeley, UC San Diego, UNC at Charlotte, Metropolitan College of Denver) to create a new course to be the basis for a new AP computing exam **for all students**. It's a new never-before-taught syllabus. Pioneers wanted!

CSE190S covers the seven Big Ideas in computing as defined by the College Board's Commission on the Computer Science Principles Exam. The ideas are

- Computing is a creative human activity that enables innovation
- Abstraction is a way to understand and solve problems
- Data and information help to create knowledge
- Algorithms are tools for developing and expressing solutions to computational problems
- Programming is a creative process that produces computational artifacts
- Digital devices, systems, and the networks that interconnect them enable and foster computational approaches to solving problems
- Many connections exist between computing and other fields

FAQs – CSE190S COMPUTER SCIENCE PRINCIPLES
Q: Should I take this course if I don't want to be a computer science major?
A: *Yes, it's designed for non-majors; it teaches the computer knowledge all people should know.*
Q: If I'm pretty good with apps and games, is this class a waste of my time?
A: *No, this class doesn't teach apps or games. It teaches computer science.*
Q: Will CSE190S be offered again?
A: *This is a "pilot" offering; it will probably be offered regularly, but today we don't know.*
Q: Is CSE190S a programming course?
A: *No! We teach many topics including some programming, but only enough to help you to think computationally and effectively apply computing for yourself.*
Q: What programming language does CSE190S teach?
A: *We use a multimedia language called Processing, and the widely used language Python.*