

Fall 2014

VIRTUAL WORLDS:
AN INTRODUCTION TO COMPUTER SCIENCE

ATLS/CSCI 1220

Section 001: TuTh 9:30-10:45, Room ATLS 100

Section 002: TuTh 5:00-6:30 Room ATLS 1B31

Instructor: **Kara Behnke**



This course is designed to introduce students to the fundamental principles of computer science. Rather than focus on a specific tool or programming language, this course seeks to teach the "big ideas" of computer science by emphasizing creativity, using technology as a means to solve problems, and understanding the relevance and impact of technology on the world today. Students will demonstrate computational thinking skills by exploring virtual worlds, creating digital artifacts and games, retrieving and remixing media, and engaging in other creative endeavors in order to understand and appreciate computer science as a discipline. Through this novel content and engaging pedagogy, this course aims to appeal to a broad audience.

This course has no pre-requisites and is open to all CU Boulder students.

Register via MyCUinfo

If you have any questions about this class, please contact Dave Kalahar, academic advisor, TAM program (kalahar.colorado.edu)