CSCI 2042 The Computer Science of Science Fiction

Credit Hours: 3
Contact Hours: 3

Course Coordinator: Tony Pittarese

Text(s): Computers of Star Trek, Gresh, 2001 (Required)
Robot Visions, Asimov, 2004 (Required)

Catalog Description:
This course explores the history and future of computing by analyzing the portrayal of computers in works of science fiction. Students will learn how to critically analyze technical content in fiction based on the current state-of-the-art technologies in computer science.

Prerequisite(s): CSCI 1100 or equivalent

CS: MAJOR ELECTIVE
IS: MAJOR ELECTIVE
IT: MAJOR ELECTIVE

Course Outcomes:
- Explain basic concepts of database - ETSU Outcome 3a; ABET Outcome c
- Explain basic concepts of VR and tele-presence - ETSU Outcome 3; ABET Outcome c
- Explain basic concepts of AI - ETSU Outcome 3; ABET Outcome c
- Explain basic concepts of HCI - ETSU Outcome IT-3; ABET Outcome IT-k
- Summarize the historical development of computing hardware - ETSU Outcome 2a; ABET Outcome e.5
- Summarize the historical development of computing software - ETSU Outcome 2a; ABET Outcome e.5
- Examine fictional representation of computing and determine its viability - ETSU Outcome 4; ABET Outcome b
- Analyze the potential societal impacts of advances in DBMS, VR and AI - ETSU Outcome 2a; ABET Outcomes e.1, e.2, e.4, e.5

Major Topics:
We will consider the history of computing, DBMS, AI, HCI and VR.
We will examine their representation in Science Fiction. We will also consider how public attitudes towards computers and computing are reflected in fiction.