COMPUTER SCIENCE AND SOCIETY (CSAS)

CSAS1000 INTRODUCTION TO COMPUTER SCIENCE + SOCIETY
This course offers an introduction to the intersections between Computer Science and society through a survey of digital projects and techniques. Students will gain familiarity with the application of the tools of Computer Science and the frameworks of the Humanities and Social Sciences to relevant problems or scenarios. Emphasis is placed on identifying, procuring, and interpreting various types of sources and data. Topics will vary and may include textual analysis, spatial analysis, data visualization, web technologies, mobile technologies, 3D printing, and other forms of inquiry and applications relevant to themes drawn from the Humanities and Social Sciences. (4 credits) fall

CSAS2000 COMPUTER SCIENCE + SOCIETY STUDIO
In the CSxS Studio, Computer Science plus the study of society yields a product greater than the sum of its parts. This course offers intermediate-level work on the intersections between Computer Science and society. Emphasis is placed on analyzing and interpreting the various types of sources used in the Humanities and Social Sciences. Topics will vary and may include textual analysis, spatial analysis, data visualization, web technologies, mobile technologies, 3D printing, and other forms of inquiry and applications relevant for projects in the Humanities and Social Sciences. Aspects of agile project management will be incorporated. ***Prerequisite:*** *CSAS1000 (4 credits) spring*

CSAS4000 RESPONSIBLE APPLICATIONS OF GENERATIVE ARTIFICIAL INTELLIGENCE
This course explores the economic, political, and cultural implications of generative artificial intelligence across various fields. Through a combination of theoretical frameworks, case studies, and hands-on experience with publicly available AI tools, students will gain understanding of generative AI's societal impact, historical development, current capabilities, and potential future implications. The course examines critiques of generative AI, including its environmental impact, data sourcing practices, privacy implications, and societal effects. ***Prerequisites:****completion of an English sequence (4 credits) fall*

CSAS5000 COMPUTER SCIENCE + SOCIETY SENIOR PROJECT
Principles of agile project management will be employed in navigation of semester-long, interdisciplinary research projects. This course provides the opportunity for students to research, design and implement solutions to problems or scenarios using the principles of Computer Science and the critical frameworks of the Humanities and Social Sciences. Topics will be chosen in consultation with the instructional team. Projects will be carried out in teams. Students will be responsible for individual as well as group contributions. ***Prerequisites:*** *Two (2) semesters of CSAS2000 (4 credits)summer*