Renaissance Computing

An Initiative for Promoting Student Participation in Computing

**GOAL** Project goal is to develop, plan, and study Renaissance Computing at UNL

- A radical re-thinking and revitalization of our core curriculum in computer science and the role of computer science at the university level
- To inculcate “computational thinking” into general education on campus
- To contextualize computer science education with today’s interdisciplinary applications and challenges to improve participation and retention
- To promote the use of computer-aided education tools to facilitate better access to materials and learning environment

**Year 1: Planning and Development Phase**
- Renaissance Computing Curriculum Planning (RC-CP) Workshop
- Develop CS1 courses (e.g. CS1 Humanities and CS1 Sciences) for pilot study
- Deploy SCORM-compliant Learning Objects

**Year 2: Pilot Study Phase**
- Students recruited from CS, Biological Sciences, History and English Dept
- Data collected on student outcomes and technical aspects of course implementation

**AIMS**
- To create introductory courses for CS major and minors with contexts in sciences, humanities, engineering, arts
- To develop interdisciplinary pathways to computing
- To incorporate computer-supported collaborative learning and online learning objects

**PARTICIPATING ACADEMIC UNITS**
- Department of Computer Science and Engineering
- Department of English
- Department of History
- School of Music
- College of Agricultural Sciences and Natural Resources
- College of Education and Human Sciences

**Faculty**
- Dr. Leen-Kiat Soh
- Dr. Ashok Samal
- Dr. Stephen Scott
- Dr. George Meyer
- Dr. Stephen Ramsay
- Dr. Brian Moore
- Dr. Duane Shell
- Dr. Etsuko Moriyma
- Dr. William G. Thomas
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- Dr. Etsuko Moriyma

**Students**
- Nobel Khandaker

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