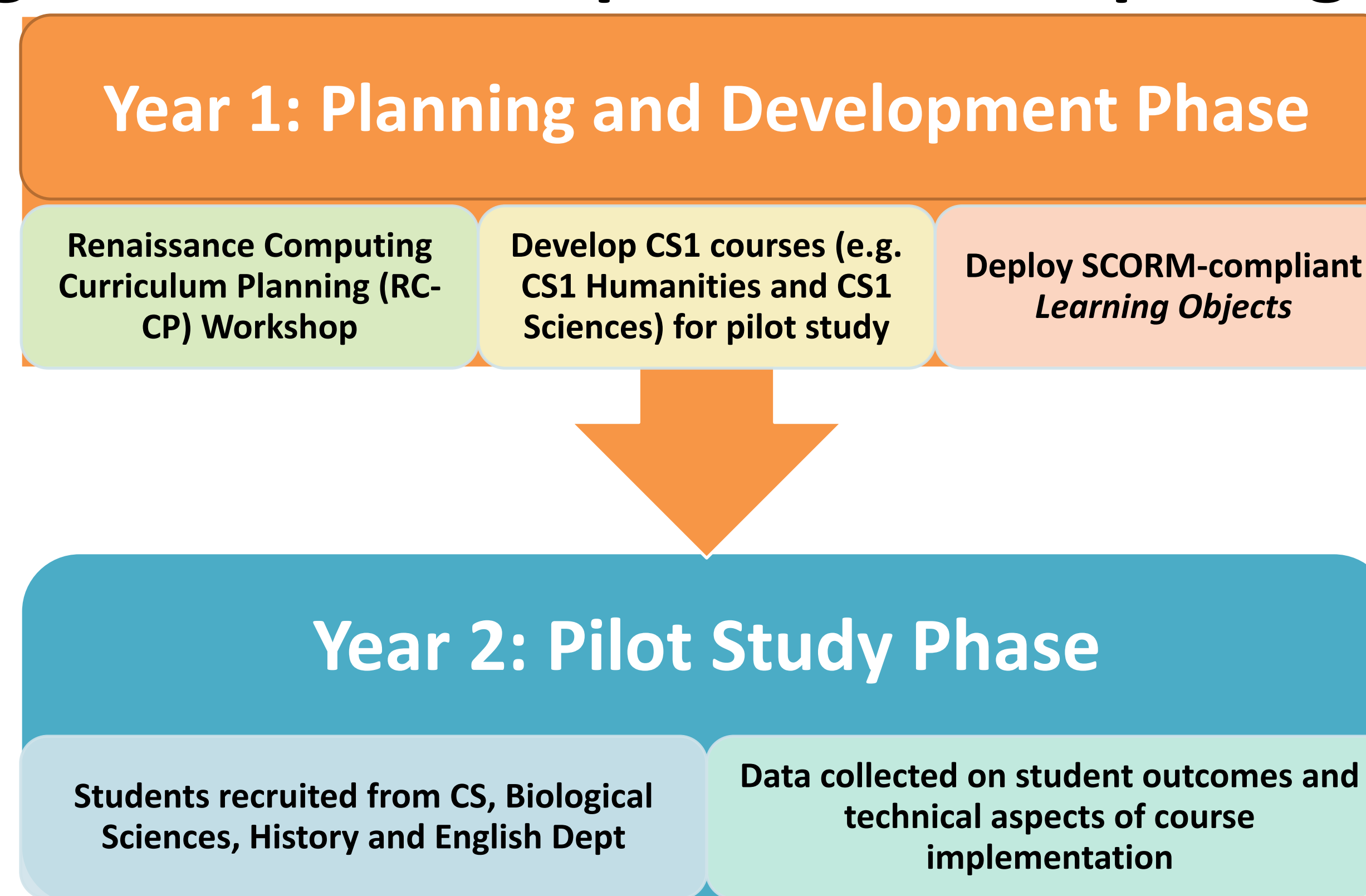


Renaissance Computing

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

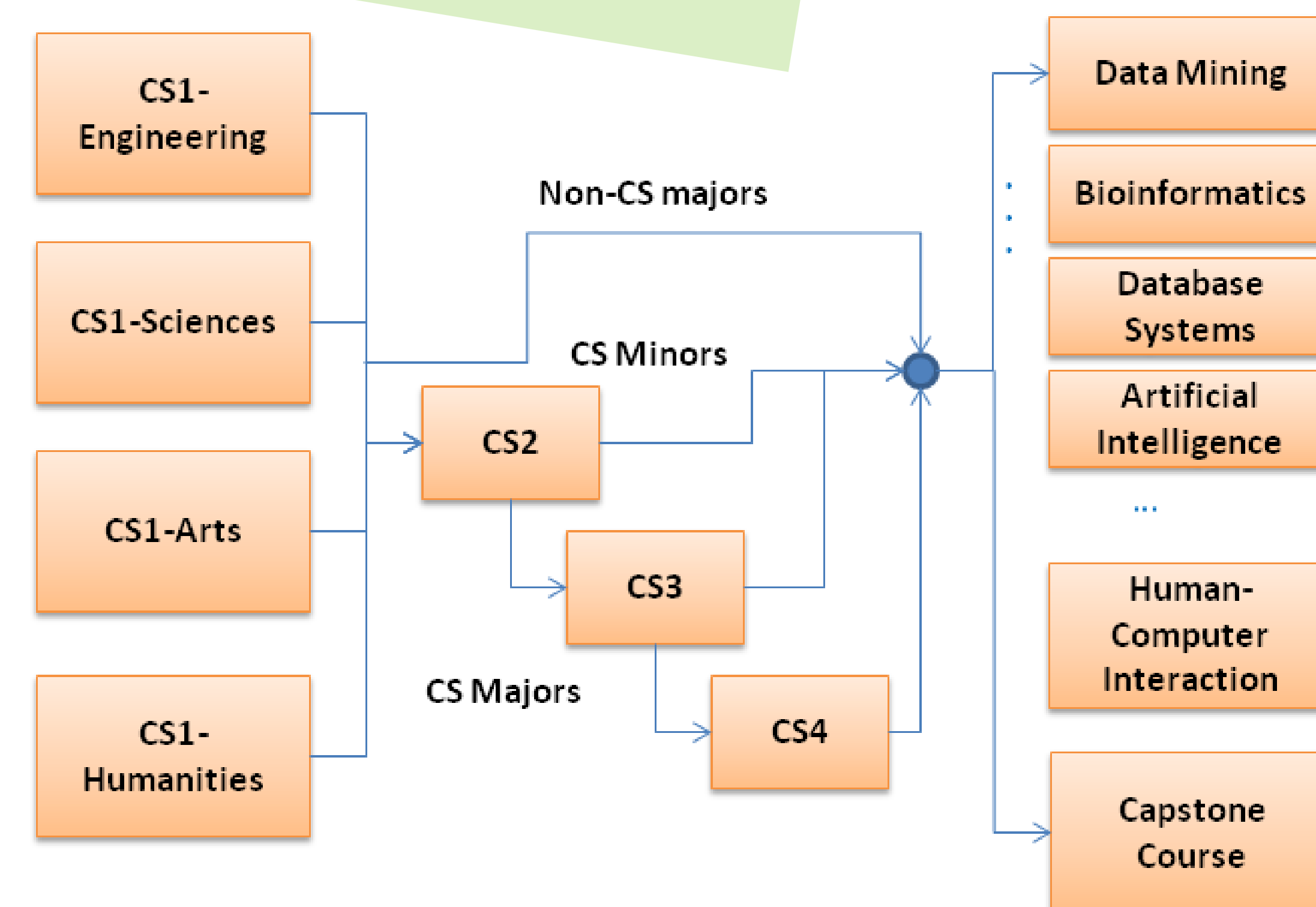
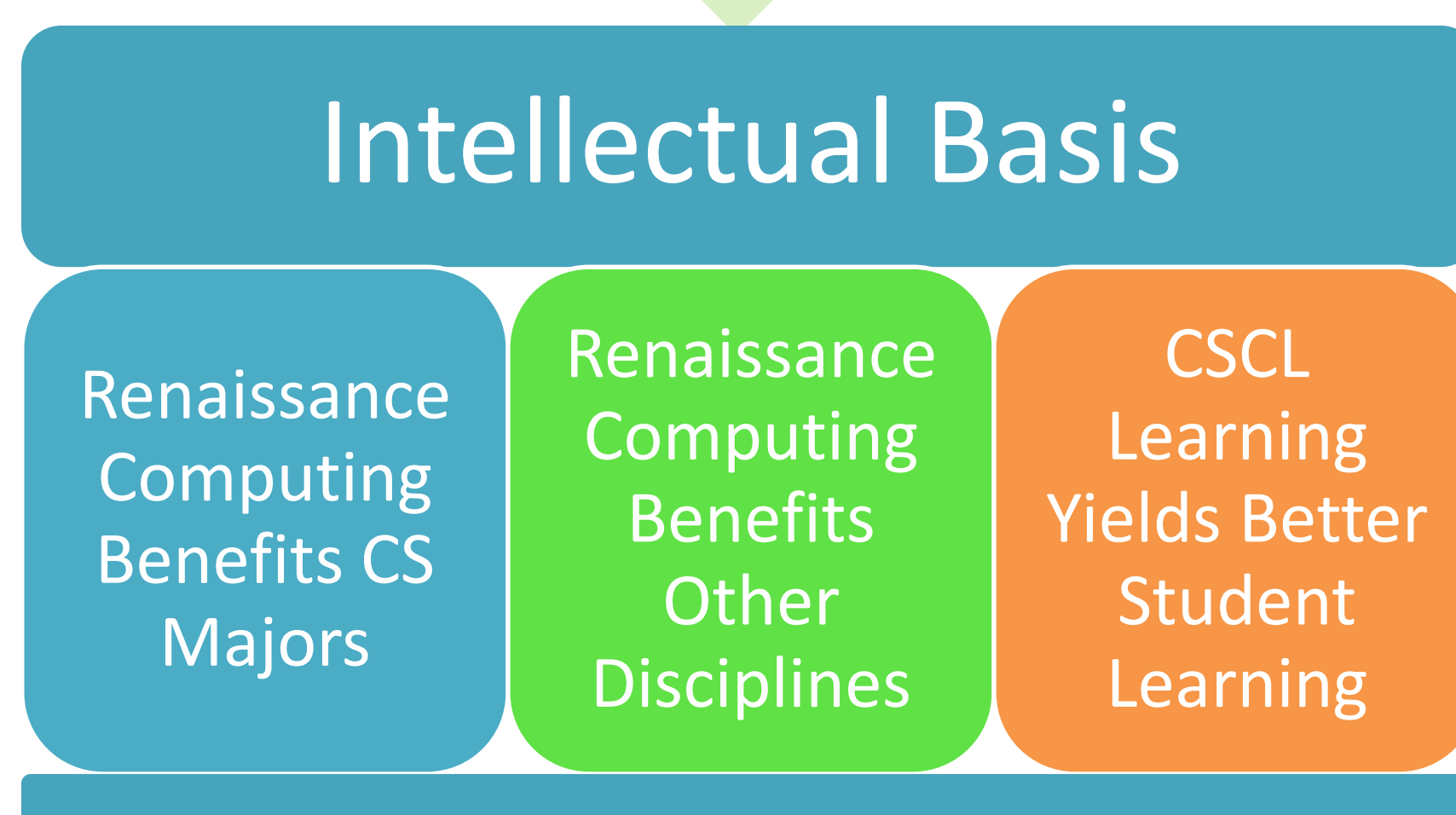
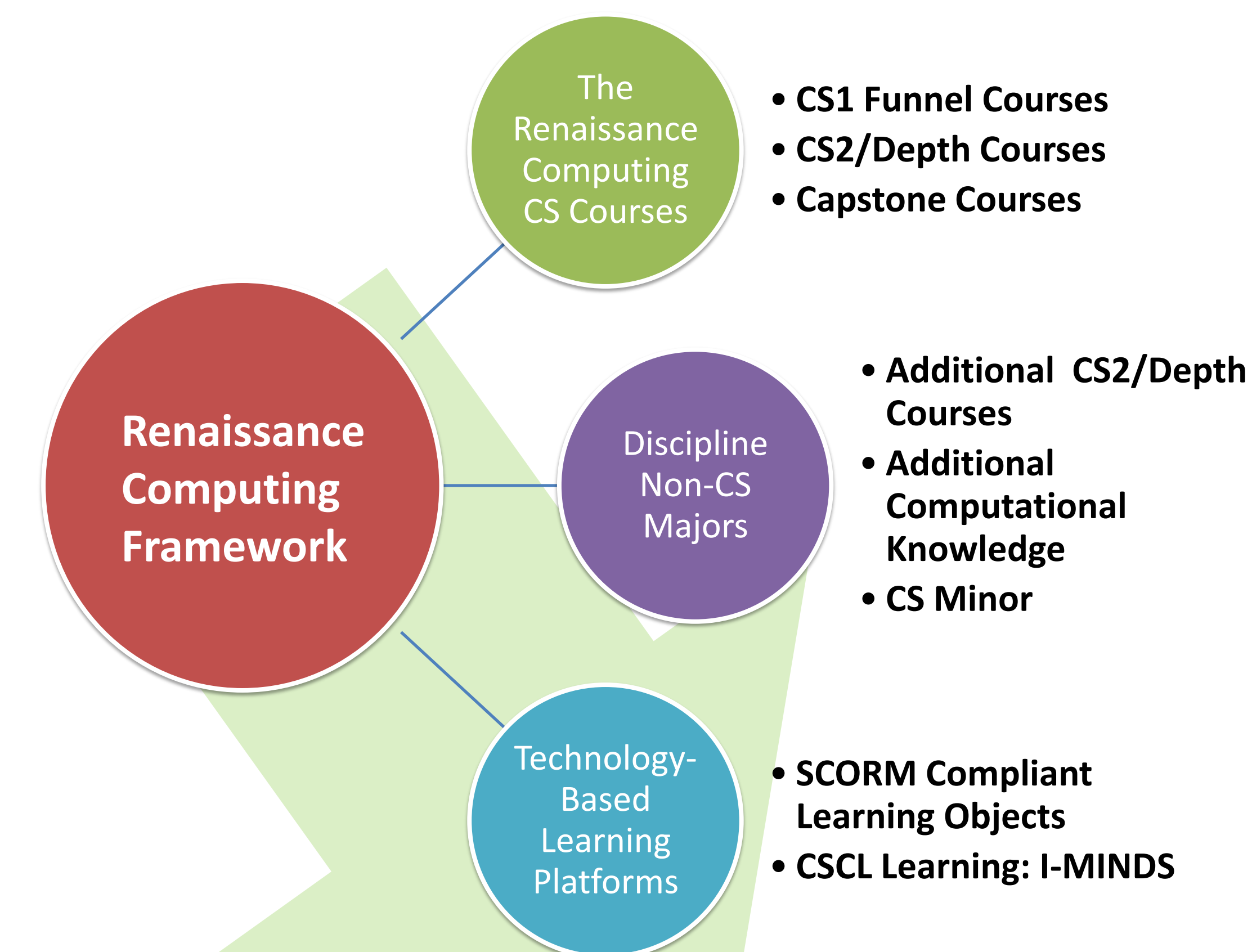


AIMS

- 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
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Dr. Duane Shell
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Dr. William G. Thomas

Students

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