No invention in history has had a bigger impact on society than the computer. While much of the early work in computing took place in the United States, today amazing breakthroughs are arising all over the world. Fed by creative young minds, ubiquitous digital communication, and nearly limitless storage and CPU cycles, local developments within a single country can quickly become an international phenomenon.

What are young people doing in your own country that is really cool? What are the latest trends in computer games and entertainment? Mobile computing? Social networking? "Hacking"? How are these phenomena changing the way people live, work, and play in your country? What are some vexing open problems where computing might be a solution?

This 1-credit course will be an experimental, open-ended graduate seminar where we examine such questions. Our goals will be to identify interesting discussion topics, collect source material, and prepare demonstrations and presentations that can serve as the basis for a possible future course where graduate students will teach undergraduates about computing in their own countries.

In addition to participating in engaging and thought-provoking discussions, taking “Computing in My Country” will help you develop organizational, communication, and interpersonal skills that may prove valuable when you enter the job market, especially if you have interests in an academic career.

Enrollment in “Computing in My Country” is limited and only by permission of the instructor, Professor Daniel Lopresti. Please contact Professor Lopresti (dal@lehigh.edu) if you have questions or think you would like to take the course. There are no prerequisites, but we encourage you to take CSE 498-13 in tandem with another 1-credit course, CSE 498-15 Technical Presentation, being offered this same semester.

(Note: the Registrar has scheduled “Computing in My Country” for Tuesdays from 12:10 pm - 2:25 pm, but we will choose a time that works best for everyone in the course.)