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Fields Report

Information Technology is often described as the usage of computers to create, manage, transform, share, and store information in different forms. An I.T. career involves installing, organizing, and maintaining computer systems. Students are going to develop strong communication and technical skills while pursuing this major.

Computer Science is the study of computers and computational systems. It is a more theoretical and abstract field, that analyzes both the calculator and the scientific facts that occur during its usage. Physics and mathematics are two major components in this major. In Computer Science, the knowledge of ethical issues and social impacts of I.T. will be fundamental in order to become a professional, once a person has graduated.

Software engineering is a branch of computer science that includes the development of computer systems software and applications software. The students will acquire knowledge of programming languages, software development, and computer operating systems. Problem solving and time management are two important components in order to create a successful work path to be followed in future endeavors.

Three fields of computer science are: Computer and Information Research Science, Systems Analysis, and Artificial Intelligence. Computer Science relates to the first as they are both theoretical fields where scientists have to discover and invent new technologies. System Analysis on the other hand, includes a lot of data analysis and critical thinking. The critical

thinking is what makes System Analysis related to Computer Science. In order to study and develop an Artificial Intelligence, a person needs a good understanding of ethical issues related to Information Technology. I feel like this is what makes this field in common with Computer Science.

The one that I am most passionate about is Artificial Intelligence. It is a field that is projected into the future, and involves skills such as critical thinking and problem solving. I wrote my high school graduation thesis about “A.I. History & Development”, while coding a little BOT in C++ that plays Rock, Paper, Scissors. The project was very fun, as I included an algorithm of machine learning within it. The BOT is always going to be challenging no matter who is sitting on the other side of the monitor! Looking at future perspectives, I predict that this career is going to grow exponentially within the next 10 years (looking at self-driving cars, chatterbots online, etc.). I would love to be part of this technological progress, while creating something that can be useful for people all around the world. I am determined to never stop learning and gathering experience throughout this journey of mine.

Works Cited:

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