The Computing Curricula 2020 (CC2020) Project

Dates/Times: Tuesday, May 14th, 9:00am-4:30pm, Wednesday May 15th 9:00am-4:30pm, and Thursday, May 16th, 8:30am-11:30am

CC2020 Steering Committee meeting

Co-Chair: Alison Clear

What is CC2020?
Computing Curricula 2020 (CC2020) is a joint project launched by professional computing societies to examine the current state of curricular guidelines for academic programs granting degrees in computing and to provide a vision for the future of computing. The goal of the initiative is to produce a comprehensive report that compares and contrasts these guidelines to situate and contextualize them in the landscape of computing education. Ultimately, the project strives to help programs to prepare graduates both academically and professionally to meet the challenges in the 2020s. The international project team represents organizations from academia, industry, and government.

Who is involved?
The principal project sponsors are
* Association for Computing Machinery (ACM) and
* IEEE Computer Society (IEEE-CS)
with additional sponsorship from Association for Information Systems (AIS), and Association for Information Technology Professionals (AITE/EDSIG) and Special Interest Group for Computer Human Interaction (SIGCHI). Further support has been greatly received from UTEC, Lima, SIGCSE China. The project team consists of:

* a task force of approximately forty five members, which includes
* a steering committee of thirteen members

Members within this structure are representatives from the aforementioned organizations as well as from countries and regions around the world.

What are the factors that shape the project’s focus?
The situation and context of degree granting computing programs are influenced by geography, varied conceptions of computing as discipline and as profession, and culture. Geographically and culturally the project considers regions of the world by involving organizational representatives from a variety of countries. While currently published curricular guidelines (i.e., computer engineering, computer science, information systems, information technology, software engineering) and emerging curricular models (i.e., cybersecurity, data science) comprise CC2020’s central domain of interest, the CC2020’s deliverables are intended to inform the prospects for rethinking existing or shaping new computing degree programs and disciplines. Evolving cultural factors include approaches to learning computing, cultural dimensions of workplace practice, as well as societal implications.

What is the outcome?
The goal of the CC2020 task force is to produce a comprehensive resource to inform academia, industry, governments, and students, including:
* Comparative analysis of computing disciplines as represented in the curricular guidelines
* Integrative perspective of the disciplines within the computing landscape
* Shared and distinctive characteristics of discipline specific computing programs
* Contributions to a vision of the future of computing

The project intends to develop interactive tools for academia and industry to prototype models of knowledge and skill development to explore future curricular opportunities.