COMPUTER SCIENCE
COLLECTION DEVELOPMENT POLICY STATEMENT

I. PURPOSE AND PROGRAM DESCRIPTION

A. Library Collection Development Objective

The library seeks to support curricular and research needs in all areas of computer science and computer information systems for the undergraduate program and for teaching faculty.

B. Description of User Groups Supported

User groups supported include undergraduates and faculty. The number of students has increased 35% over the last 5 years. Roughly 10% of students are online.

C. New and Expanding Areas of Interest

The quick growth of computer techniques in industry promotes the introduction of cutting-edge topics, including Deep Learning, Cybersecurity, Cloud Computing, Image Processing, Computer Vision, Big Data, Game Design, and Bioinformatics.

D. Areas of Established Specialization

Areas of established strength include Deep Learning, Cybersecurity, Machine Learning, and Big Data.

II. TREATMENT OF SUBJECT DEPTH

A. Treatment of Depth

SUBJECT SUBDIVISIONS	COLLECTING LEVEL
Algorithms	3
Artificial Intelligence	3
Big data	3
Bioinformatics	4
Cloud computing	3
Computer architecture	3
Computer games (Design, Programming)	3
Computer graphics	3
Computer networks	3

Computer programming	2
Computer science—Mathematics	2
Computer software—Reusability	3
Computer security	3
Computers—History	2
– Social aspects	2
Computers and education	2
Computer Vision	4
Database design	3
Database management	3
Deep Learning	3
Electronic data processing—Moral and ethical aspects	3
Image processing	3
Machine learning	3

Mobile apps--