

Guidelines for Computer Science

Table of Contents

- 1. Purpose
- 2. General Collection Guidelines
 - A. Language
 - B. Chronology
 - C. Geography
 - D. Publication Date
 - E. Treatment of Subject
 - F. Types of Materials and Formats
- 3. Area Resources
- 4. Subjects and Collecting Levels

1. Purpose.

Collections in Computer Science support teaching, research, and practice consistent with the curriculum at a Doctoral University: Highest Research Activity, under the Carnegie Classification of Institutions of Higher Education. The department offers B.S., M.S., and Ph.D. degrees. The department, also offers a joint M.S. degree in Computer Information Systems Security in collaboration with the School of Business.

Focus is on data science and cybersecurity. Related subject areas include mathematics, business, and electrical and computer engineering. There is an emphasis in collecting conference proceedings as these are a major resource group for computer scientists.

2. General Collection Guidelines.

A. Language.

English is the primary language of the collection. Foreign or multi-language monographic and serial titles are acquired selectively, particularly research works of international importance or value.

B. Chronology.

No restrictions.



C. Geography.

No restrictions.

D. Publication Date.

Emphasis is on current imprints, particularly the latest editions of core texts. Older materials, for example, classics, are added to the collection whenever necessary. Journal backfiles are purchased to fill gaps and to augment the collection.

E. Treatment of Subject.

Primary emphasis is on graduate and professional texts reporting current research. Upper division texts are acquired selectively. Lower division textbooks are not generally acquired. Professional and scholarly works that support the curriculum are acquired broadly.

F. Types of Materials and Formats.

Primary emphasis is on monographs and periodicals with a preference for electronic formats. Conference proceedings and symposia are also collected as are video materials and other streaming media that support teaching, learning, and research.

3. Area Resources.

There are no comparable resources in the area.

4. Subjects and Collecting Levels.

Resources for Computer Science are collected at a research level (4).