



# Computing Curricula Information Technology Volume

## Chapter 1 Introduction

In the Fall of 2003, the Special-Interest Group for Information Technology Education (SIGITE) of the Association for Computing Machinery (ACM) established an IT Curriculum Writing Subcommittee to undertake the task of drafting a preliminary version of an IT volume for the CC2001 document. The charter of this committee was to take the material already created by the SIGITE Curriculum Committee and organize it into the form of the CS volume of the CC2001 document.

### 1.1 Overall structure of the CC2001 series

In light of the broadening scope of computing, it was decided to divide the CC2001 report into several volumes. This volume focuses specifically on Information Technology. To encompass the many other disciplines that are part of the overall scope of computing and Information Technology, however, IEEE-CS and ACM have created additional committees to undertake similar efforts in other areas, including Computer Engineering, Computer Science, Information Systems, and Software Engineering.

### 1.2 Overview of the process for developing this IT volume

The IT Curriculum Committee acknowledges the process used in developing the structure and content of the CC2001 document, and has made every effort to have the same structure in this document. The process is described in detail in the CS volume of the CC2001 document, and will therefore not be discussed in this volume.

Developing the recommendations in this volume is primarily the responsibility of the SIGITE Curriculum Committee-Writing Subcommittee, the members of which are listed at the beginning of this report. The CS (Computer Science) volume was the first volume completed of the CC2001 document, and has served as a model for the development of this IT volume.

### 1.3 Definition of Information Technology as an academic discipline

Information Technology (IT) in its broadest sense encompasses all aspects of computing technology. IT, as an academic discipline, focuses on meeting the needs of users within an organizational and societal context through the **selection, creation, application, integration and administration** of computing technologies.