Computing and Information Science at Cornell

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Snowbird – July 2002

Outline

- A New Academic Structure
- Programs and People
- Issues

A New Academic Structure - Timeline

In 1997, Cornell designated Computing and Information Science (CIS) as a strategic enabling discipline (Hopcroft/Scott Report).

In 1999, the CIS Task Force chaired by Dan Huttenlocher wrote a report, "Cornell in the Information Age."

It recommended a new academic structure called a Faculty.

In 2000 the Faculty was created with broad support and resources for more than ten FTE's over the next five years.

In 2001/2002 nine professors were hired and four new academic programs initiated.

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A New Academic Structure – Characteristics

- Headed by an academic dean (currently Robert Constable) reporting to the Provost
- Independent budget
- Independent recruiting
- Degree program joint with colleges and schools
- Degrees offered through the colleges and schools

Programs

Computer Science

degrees in Engineering, Arts & Sciences (A & S)

Information Science

- minor in four colleges
- expect major in three (A & S, Life Sciences, Engineering)

Computational Biology

major in A & S, Life Sciences

Digital Arts & Graphics

– expect major in two colleges (A & S; Architecture, Art & Planning)

E-business

 joint with Johnson Graduate School of Management (the Business School at Cornell)

People

Information Science

Bill Arms – Acting Director

Paul Ginsparg – Joint with Physics

Cornell arXiv supported by University Library and CIS Faculty

Phoebe Sengers – Joint with Science & Technology Studies

Computational Biology

Ron Elber – CS professor and Director of Computational Research Unit

David Shalloway – Biology professor and Undergraduate Program Leader

e-Business

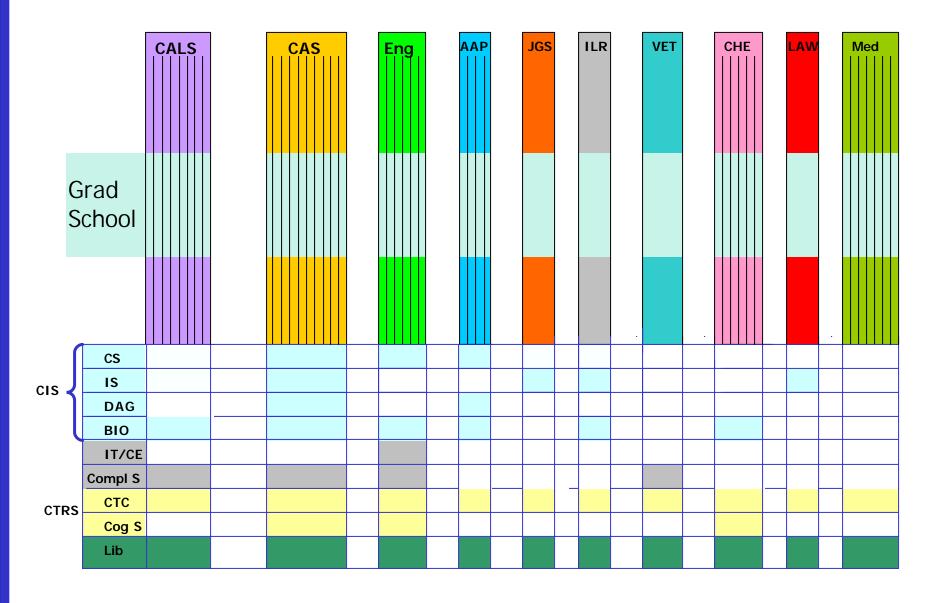
Dan Huttenlocher - joint with the Business School

Issues

Managing joint departments $\begin{cases} \text{budget} \\ \text{curriculum} \\ \text{lead dean model} \end{cases}$

coordinating across colleges Interdisciplinary activities \prec expansion of computer science "the Faculty logo"

Cornell's "warp & woof" structure



Bringing Ideas from Computing and Information Sciences to Bear on Disciplines Across Cornell

Film and **Interactive Media Cognitive** Video (IMG) **Studies** Human Computer **Digital Arts Graphics Centered Economics** and Culture **Digital** (PCG) **Systems** Libraries Arts and Computer Social Humanities Science Sciences Computational "Core" Neuroscience Computer **Applied Engineering** (EE) Math (CAM) **Computational Science Computational Biology** Science and **Engineering**