

U is for Undergrads. I think it's outrageous;  
We faculty get older —it shows in our faces;  
But always 'bout 20, U's stay the same ages.



I was 26 when I first taught; the undergrads were about 20. At 67 I am still teaching; they are still about 20. One compensation for this unfairness is that each year there are new undergrads, so I can use the same old jokes over and over again.

We didn't start a CS major until 1979. (In the past several years, we started degrees in Information Science in three colleges.) But we have always taken education seriously (read the letter E), and it shows.

Each year, our vibrant undergrad community does something outstanding. For example, the women's team won the Game Design Competition at a national conference in Spring 2006; there were three best/distinguished student papers at conferences in 2004–2005; Omar Khan won the CRA Outstanding Male Undergraduate Award in 2003; and the programming team won an honorable mention in the ACM finals in the Czech Republic in 2003.

All this happens because of the good rapport between students and faculty. Faculty value the undergrads because they bring a sense of freshness and keep us on our toes. Senior faculty do their share of teaching freshmen-sophomore courses, and the faculty make it a point to engage students in undergrad research.

Our Association for Computer Science Undergraduates (ACSU) helps provide an environment in which undergrads can thrive. The ACSU mentors freshmen, brings in companies to give presentations, compiles resume books, organizes student-faculty lunches, holds social events, and much more. Several times, the ACSU has won the Engineering outstanding undergrad association award.



V's the Vicinity in which we play,  
The neighborhood in which we "work" every day.  
We live in the house of FCIS  
But visit the houses that do surround us.  
Eng'neering, and CALS, and of course A & S,  
Hotel and, yes, Management's not far from us.  
Who one will bump into one cannot tell,  
A grand neighborhood is this place called Cornell.

This big, varied, flexible, and rich-in-possibilities Cornell is part private and part public (part of the SUNY system).

CS is a unit of the Faculty of Computing and Information Science, a college-level unit without students—see Q to find out more. CS gives 5 degrees in 3 colleges, so computer or information science students can choose an environment to fit their temperament.

Join CS in Engineering, and experience design on some of the best competitive design teams around the country, most of which need computing expertise. Formula SAE came in first in the national competition 9 out of 18 times. The Solar Decathlon team of about 70 took their solar house to Washington in October 2005 and came in second. Robocup, Autonomous Underwater Vehicles, and others continue to do well. Moreover, Engineers for a Sustainable World, which was started by a CS alumnus right here at Cornell, provides a way to learn engineering in a service-oriented fashion.

Choose Arts & Sciences if you have an affinity for math, social sciences, the humanities, and so on. CS has many research and education ties with A&S, in natural language processing, cognitive studies, social science, computational biology, economics, astronomy, math, and more.

CS has research or education ties to all other units: the College of Arts & Life Sciences, of Architecture, Art, & Planning, of Human Ecology, of Veterinary Medicine; the School of Hotel Administration, of Industrial & Labor Relations, of Law; and even the Weil Medical College in NYC. The possibilities for study and research in computing are almost endless.

