Computer Science is a rich academic field that studies the computational structures and processes that appear throughout the world.

Students who attend the program will learn about finding computational solutions to two broad areas of interest: problems where the computer needs to perceive something about the world in which it lives, or alternatively problems where the computer needs to respond appropriately given a complex scenario. Participants will do this by attending classes, participating in hands-on lab activities, and working in small teams on projects directed by college faculty and mentored by undergraduate research assistants. Results of student projects will be shared in a final symposium.

Class & Research Topics:
- Natural Language Processing
- Computer Vision
- Geometric Modeling
- Game Development
- Game Theory

Online Class Schedule (Central Standard Time):
- Morning: Class Time & Labs
- 1:00 - 2:00 pm: SLAC*
- Afternoon: Research, Office Hours
- Independent and group work will be completed inside and outside of the defined class times
- Detailed class schedule on our website

*What is SLAC? (Summer Liberal Arts Communities)
Each SLAC will have a theme, where students will sample an academic topic outside their program and gain college prep skills. Students will choose their themed community once accepted into the Institute!