Collection Development Policy
Computer Science Engineering

Statement of Purpose and Library Needs:

The Computer Engineering program emphasizes the application of engineering principles to the design of computer hardware and software, allocating additional time to issues of computer architecture and hardware design. Students in this program also acquire a broad background in engineering science through the study of the engineering core curriculum. The Computer Science program focuses on the theory of computation and computer organization.

Research and development activities within the department of Computer Science and Engineering include Artificial Intelligence, Computer Architecture, Parallel Processing and VLSI, Geometric Modeling and Computer Graphics, Information Systems Laboratory, Image Processing and Computer Vision, Robotics, and NISTP.

Students completing degrees in computer science and engineering take course work in the following disciplines: Engineering calculus, physics, computer organization, discrete structures, computer logic design, linear systems, and computer architecture. Additional course work areas include: VSLI design, artificial intelligence, software engineering, digital data communications, software testing, robotics, database, networks, user interface, fault-tolerant computing and testing, computer graphics, image processing and computer vision, and simulation.

The Department of Computer Science and Engineering offers the Bachelor of Science in Computer Engineering, Computer Science and Information Systems. Graduate programs include the M.S. in Computer Science and Computer Engineering and Ph.D. in Computer Science and Engineering.

The library endeavors to develop and maintain a collection that will satisfy the need for resources that support the undergraduate and graduate curriculum in computer science and engineering, as well as meet many of the more specialized demands from graduate students and faculty for advanced research materials.

I. COLLECTION AREAS

A. Area: Computer Science and Engineering

B. Classes and Levels

<table>
<thead>
<tr>
<th>LC Class</th>
<th>Description</th>
<th>Current Collection</th>
<th>Collection Goal</th>
</tr>
</thead>
<tbody>
<tr>
<td>Q 335</td>
<td>Artificial Intelligence</td>
<td>3c</td>
<td>4</td>
</tr>
<tr>
<td>QA 76</td>
<td>Computer science</td>
<td>3c</td>
<td>4</td>
</tr>
<tr>
<td>QA 76.9</td>
<td>Computer Architecture</td>
<td>3c</td>
<td>4</td>
</tr>
</tbody>
</table>
C. Scope of Coverage

1. Chronological Guidelines

Emphasis is on acquiring materials dealing with current technology; items dealing with older or outdated technology are acquired selectively, generally through gifts and donations.

2. Geographic Guidelines

There are no geographic limits governing the selection of materials in this discipline.

3. Date of Publication Guidelines

Emphasis is placed on the acquisition of current imprints. Older imprints are acquired selectively according to specified collection intensity levels.

4. Language Guidelines

English is the primary language of the collection. Other languages will be acquired selectively.

D. Types of Materials Collected

1. Treatment of Subject

Emphasis is on maintaining a robust selection of journals in computer science and engineering and developing a strong research monographic collection representing the important trade and professional presses. Conference proceedings, technical reports, dissertations, reference works, and graduate and advanced undergraduate texts are acquired selectively. Audio-visual materials and datasets are acquired selectively.

2. Format

Print resources prevail, although an increasing number of current imprints are available electronically, or accompanied by diskettes and CD-ROMs. Full-text electronic journals are continuously added to the USF Libraries Web site. These are acquired through package arrangements with publishers, or through electronic upgrades of current subscriptions. (Note: Cancellation of a print subscription for which there is an electronic, full-text equivalent is encouraged and will follow the guidelines set forth in the document Selection of Resources for the USF Libraries Web site.) Audio visual presentations on laboratory procedures and field operations may be selected for purchase. The same holds true for specialized datasets, with the understanding that these resources become the permanent property of the library with no restrictions on who may use them.
II. ACQUISITIONS STRATEGY

Computer science and engineering materials are selected by the Collection Development Librarian assigned to the department, with priority given to faculty requests. The library maintains a well-established approval plan for most trade and professional presses of interest to the department, and has current subscriptions to many IEEE and ACM and journals.

Retrospective purchases are done at faculty request or to replace items lost through theft and damage. Since funding is very limited for new subscriptions, access to articles in journals that are not owned by the library is routinely handled through fee-based document delivery services and inter-library loan. The library encourages faculty to periodically review their journal subscriptions and to cancel titles that are no longer of interest or value. The library occasionally receives donations of computer science and engineering journals and monographs from faculty and the community. When it is appropriate to do so, donated materials are added to the collection.

III. COLLECTION NOTES

Upper level undergraduate texts are acquired selectively. Theses and dissertations from other institutions are generally not collected unless they are specifically requested by the faculty. Popular technology items are excluded.

Maryellen Allen

9/10/03