

Welcome to CSS 1!

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CSS 1 | Sean Trott | Fall 2023 | UCSD

Course Overview

This course will teach you how to approach research questions in social science from a **computational perspective**. This includes *thinking computationally*, as well as developing the *skillset* to implement the ideas and solutions you think of. Specifically, you will learn to program in Python.

This course is one of the [three core courses for the CSS Minor at UCSD](#), along with [CSS 2](#) and CSS 100. Note that there are **no official prerequisites** for this course; please see the [course expectations](#) page for more information.

Note

This course has undergone various iterations. The current version owes a big debt to [this version](#) taught by [Professor John Serences](#). Although the specific labs and lectures will be new, the underlying content will be similar.

Ideas for course structure have also been adapted from [COGS 18](#), developed by [Professor Shannon Ellis](#) and [Dr. Tom Donoghue](#).

Current Iteration

The current version of this class is **Fall 2023**.

Grading

Your grade will be determined by your performance on weekly [labs](#), several [problem sets](#), and a [final project](#).

There are no midterms or final exams; see the [syllabus](#) for more details.

Topics

Topics covered will include:

- Common tools/software for Python programming, e.g., [Jupyter notebooks](#).
- Python basics, e.g., [variables](#), [conditional statements \("if/else"\)](#), and [functions](#).
- Working with **sequences**, such as [lists](#).
- Packages for scientific computing, such as [pandas](#).

For more details, check out the [syllabus](#).

By Sean Trott

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