Department of Computer Science and Engineering

About Us

Founded in 1982 on the principles of integrity, honesty, industry, and frugality, the Department of Computer Science and Engineering at Tatung University offers a fine program to prepare students to meet the challenges of tomorrow and assume leadership in an ever changing world. To this end, the requisite core courses place equal emphasis on both theoretics of computer science and hands-on training to ensure that students have the necessary breadth of knowledge and skills for their future career. Elective courses such as web programming, computer graphics and animation, computer security, concurrent programming, cryptography, artificial intelligence, embedded multi-core systems, and web semantics from six learning tracks, namely, communications and signal processing, information security, embedded systems design, computer architecture, multimedia networks, and WWW technologies, provide additional depth of knowledge from a wide spectrum of fields in computer science.

The mission of the Department is clear: we are here to inspire. Through the synergistic efforts of the faculty and staff, the Department provides a curriculum that aims at cultivating independent thinking, research skills, a desire for continuous learning, and in particular, an ability for applying theoretical findings to engineering applications. We are also here to serve; our well-established mentor system assigns to each student two mentors to counsel him/her in all sectors of the student's life, whether it is of an academic or personal nature.

Continuing a history of excellence, the Department strives to promise students, the faculty and staff a life that makes a difference, a life that, when confronted with the challenges and opportunities of a rapidly evolving world, achieves personal as well as global enrichment.

Primary Research Areas

Software and Intelligent Systems

Pattern recognition, XML technologies, semantic web, service-oriented architecture, human-computer interaction, ubiquitous computing, context-aware computing, social aspect computing, computer graphics, game programming

Hardware and Computer Architecture

Embedded systems design, integration of the computer, communications, consumer electronics, and contents, concurrent and distributed programming

Network Communications and Signal Processing

Digital image processing, digital speech processing, mobile/wireless communications, broadband multimedia networks, cryptography, information security

Core Courses

Real-time Operating Systems, Distributed Database Systems, Design and Control of Equipment for a Home Network, Software Design Methodologies, Data Compression and Error Correction, Fuzzy Theories and Applications, Introduction to W3D Technology, Network Defense Techniques and Applications, Human-Computer Interaction, Computer Vision for Digital Homes, Information Retrieval and Extraction, etc.

Contact

Department chair	Prof. Yeh, Ching-Long
Assistants	Ms. Chiu, Li-Chuan
TEL	+886-2-21822928 ext. 6558
FAX	+886-2-25943699
E-mail	chingyeh@cse.ttu.edu.tw