Audience
In general the audience will include students, parents, advisors, and professors. Each of these groups will be broken up into smaller more specific groups below. Also we list important things that would be beneficial to know before entering into computer science.

Students
The audience would include transfer students, high school students applying to colleges, and current undergraduate students. Specifically the undergraduate students of this audience would include the following areas:

- computer science
- computer engineering
- math
- graphic design
- engineering

Because of the nature of computer science it would not be for students that are just interested in video games or graphic design but are poor in math and/or programming. Although some tracks may fit into some of their interests the core computer science classes would most likely be too difficult for them.

Parents
The audience would also include parents of both students in high school applying to college as well as parents of undergraduate students. Parents should be included in this audience because some students take advice from their parents when deciding what field of study to go into.

Professors
The audience would include professors in the same areas of study listed above for undergraduate students. If these professors are informed it is possible that their students would be able to get better advice on computer science and the various tracks that may interest them.

Advisors
The audience would include both high school guidance counselors and college advisors. If high school guidance counselors are aware of the computer science program it could help the students applying to college make more informed choices of whether computer science is for them. College advisors would also be able to give better advice as to whether students should stay or enter into computer science. Advisors could possibly encourage students that would fit into computer science choose it, while advising those not right for computer science to try something else.

Beneficial Knowledge
It would have been beneficial for us to know C++ going into the second year programming classes. Not knowing C++ put us at a disadvantage to the CPE majors who had C++, and the class is not set up to really teach C++.

There is a lot of programming involved which at the time seems like application projects but the reality is that most of the programming is enforcing theory learned in class. Understanding earlier on that
projects were theoretical would have had them make more sense at the time.

It also would have been important to know that the only way to really understand what a course is about is to talk to someone that has already taken it. Course descriptions are generally vague or misleading.

Also there is not much of a surprise that math is a part of computer science but even with knowing that the amount of math can be overwhelming. Just by taking the core classes for computer science one can get the math minor by taking just one more class.