# **COURSE DETAIL**

## INTRO TO COMPUTATIONAL SOCIAL SCIENCE

## **Country**

Ireland

#### **Host Institution**

University College Dublin

## Program(s)

University College Dublin

#### **UCEAP Course Level**

**Upper Division** 

## **UCEAP Subject Area(s)**

**Computer Science** 

#### **UCEAP Course Number**

105

#### **UCEAP Course Suffix**

#### **UCEAP Official Title**

INTRO TO COMPUTATIONAL SOCIAL SCIENCE

## **UCEAP Transcript Title**

**COMPUTATION SOC SCI** 

# **UCEAP Quarter Units**

4.00

#### **UCEAP Semester Units**

2.70

### **Course Description**

This course introduces and discusses the key principles and concepts in computational social science (CSS). Some of the main approaches in the field are introduced beginning with a historical background to the main developments, up to and including an introduction to the most recent developments and applications of the methodological approaches discussed. In particular, this course provides the student with an overview of four main areas in the CSS field: automated social information extraction, social network analysis, social complexity theory, and social simulation modeling. Where possible the discussion of topics in this course are enhanced by presentation and discussion of some empirical examples and applications from industry, NGOs, and the public sector.

### Language(s) of Instruction

English

#### **Host Institution Course Number**

CSOC10010

#### **Host Institution Course Title**

INTRO TO COMPUTATIONAL SOCIAL SCIENCE

# **Host Institution Campus**

UC Dublin

# **Host Institution Faculty**

**Host Institution Degree** 

# **Host Institution Department**

Computational Social Science

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