

*What is the discipline Information Technology?:* According to the Joint Task Force for Computing Curricula (2005), the problem space of computing is presented on a continuum from theory and principle to application and deployment (see Figure 1.) Additionally, Organizational issues and information systems, Application technologies, Software methods and Technologies, Systems Infrastructure, and Computer Hardware and Architecture are components of the problem space of computing (see Figure 1.).

The Joint Task Force for Computing Curricula (2005), shades the respective areas for Computer Engineering (see Figure 2.), Computer Science (see Figure 3.), Information Systems (see Figure 4.), Information Technology (see Figure 5.) and Software Engineering (see Figure 6). These graphs help an individual to visualize what the different domains are and where the different domains overlap. However, discussing the different domains also paints a clear picture in defining the different fields.

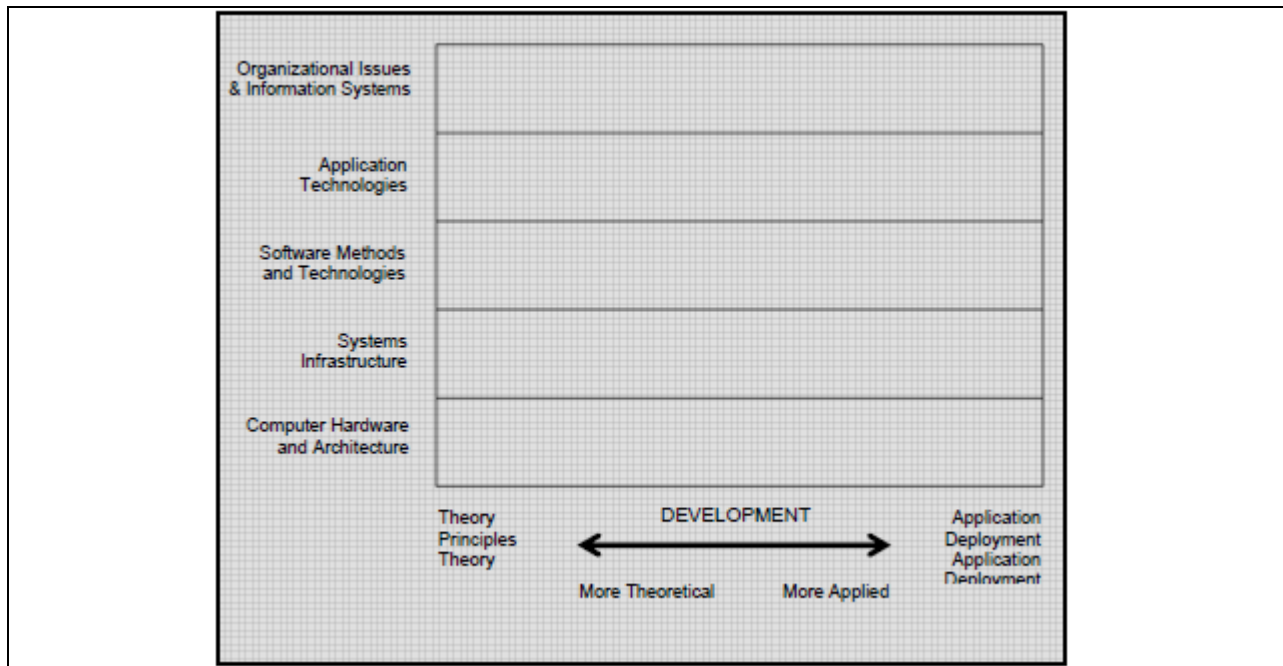


Figure 1. Problem space of computing (Adapted from Joint Task Force for Computing Curricula 2005. (2005)).

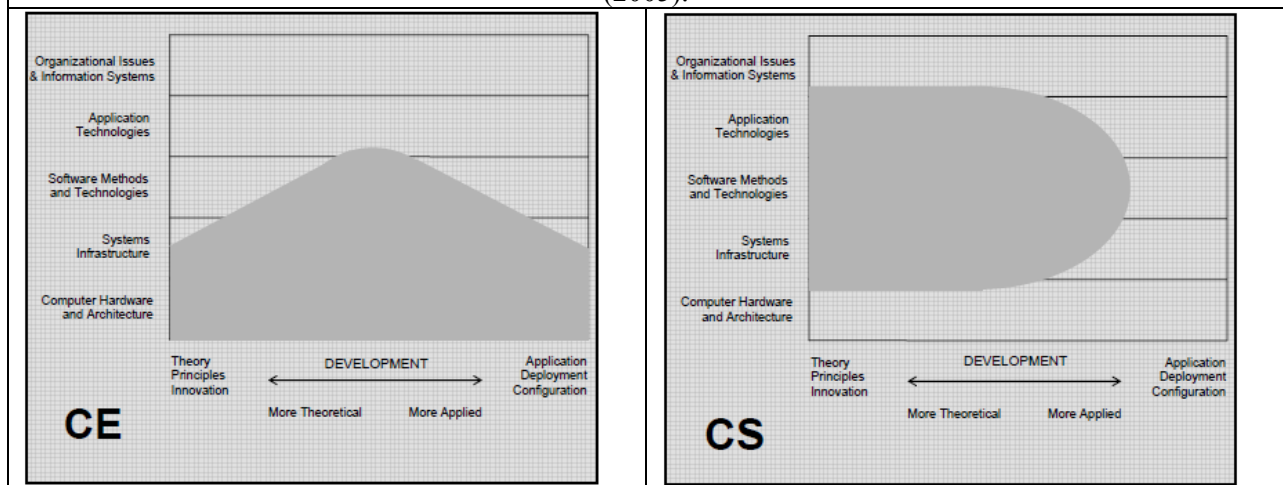


Figure 2. Computer Engineering (Adapted from Joint Task Force for Computing Curricula 2005. (2005)).

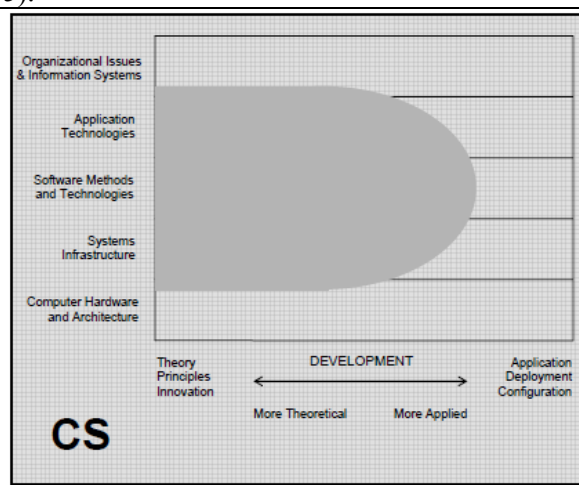


Figure 3. Computer Science (Adapted from Joint Task Force for Computing Curricula 2005. (2005)).

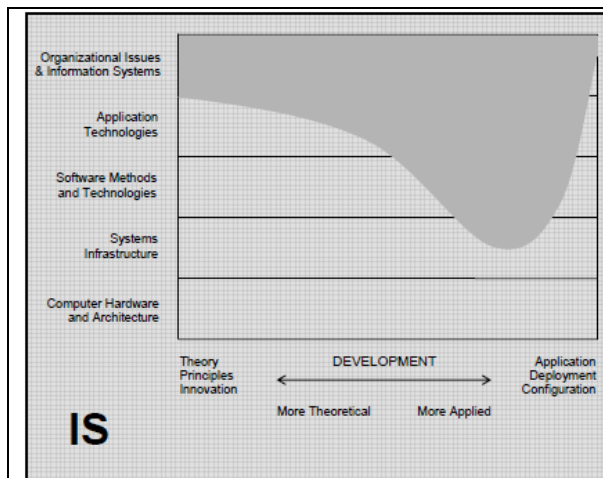


Figure 4. Information Systems (Adapted from Joint Task Force for Computing Curricula 2005. (2005).

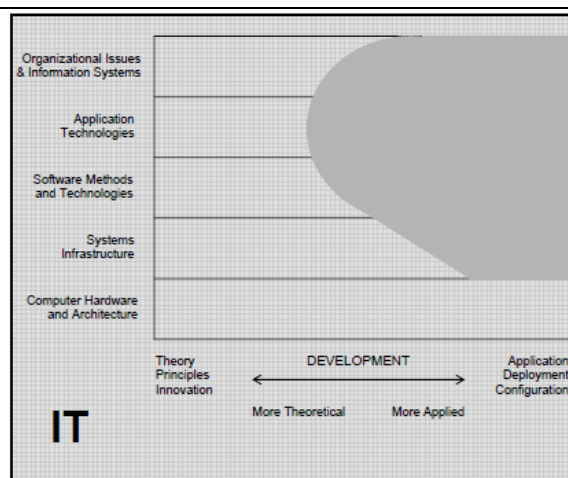


Figure 5. Information Technology (Adapted from Joint Task Force for Computing Curricula 2005. (2005).

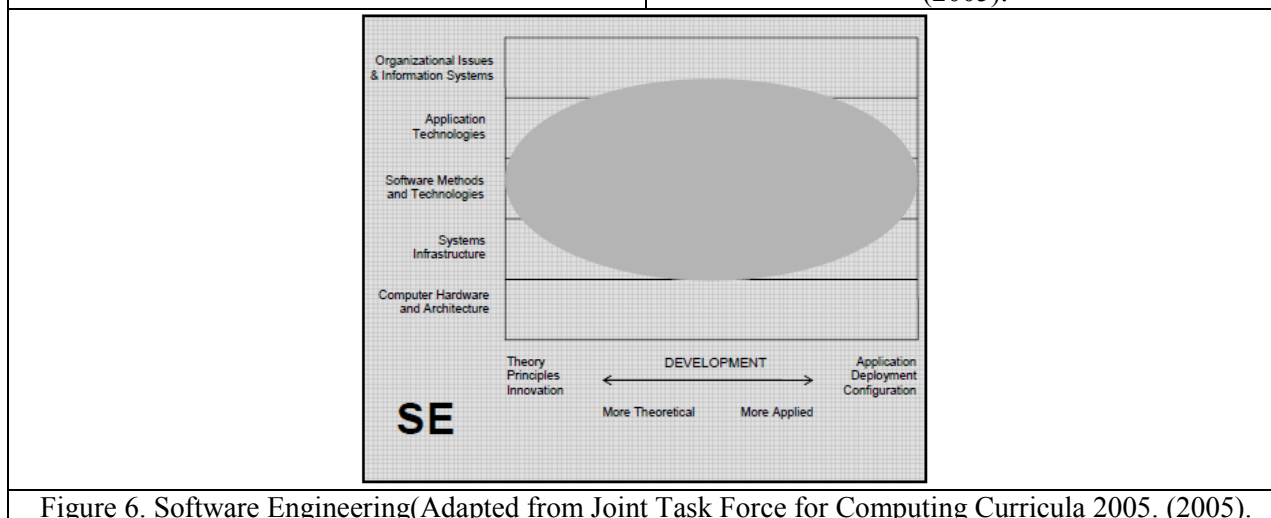


Figure 6. Software Engineering (Adapted from Joint Task Force for Computing Curricula 2005. (2005).

### References

Joint Task Force for Computing Curricula 2005. (2005). Computing curricula 2005: The Overview Report. *Computing curricula 2005* Retrieved April 7, 2009, from [http://www.acm.org/education/curric\\_vols/CC2005-March06Final.pdf](http://www.acm.org/education/curric_vols/CC2005-March06Final.pdf)