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Computing for Ordinary Mortals | Oxford University Press

Paul Rosenbloom's *On Computing* argues that "computing is a great scientific domain on a par with the physical, life, and social sciences." It's a wide-ranging, philosophical perspective on the field, a rare effort. And (with apologies for the self-promotion) I'll mention my own book, *Computing for Ordinary Mortals*. I thought, "What are the most important ideas in computer science, and how could they be explained to readers without a technical or mathematical background?"

Computing for Ordinary Mortals

The big idea in *Computing for Ordinary Mortals* is that the basics of computer science can be conveyed through stories. Not stories about computers and how we use them, but stories about other kinds of everyday things we do.

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