Computational Thinking is a problem-solving process that includes the following characteristics:

- Formulating problems in a way that enables us to use a computer and other tools to help solve them (i.e. A real world issue that needs to be addressed).
- Logically organizing and analyzing data i.e. representing data through abstractions such as models and simulations (i.e. Modeling)
- Identifying, analyzing, and implementing possible solutions with the goal of achieving the most efficient and effective combination of steps and resources. Automating solutions through a series of ordered steps (i.e. Coding)
- Testing and Generalizing and transferring this problem solving process to a wide variety of problems.

There are no limits on the problem areas and topics could be any of (and not limited to):

- Example Problem Areas
  - Computational Biology
  - Cryptography & Encryption algorithmic design
  - Big Data algorithms
  - Physics, Chemistry, Math, Biology, ...
  - Any engineering area
  - Social media

- Example Implementation platforms
  - Mobile Apps
  - Web Apps
  - Desktop Apps
  - Games
  - Any language (python/java/c# etc)