



cosc 122 Computer Fluency

Course Introduction

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The Instructor

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PhD (University of Calgary, Canada, 2007)

- Major Software Engineering
- Specialization Decision Support Systems

Communication

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 - ⇒ See syllabus.

The Essence of the Course

If you walk out of this course with nothing else you should:

Become a sophisticated user by understanding the <u>basic</u> skills and concepts of Information Technology.

This course is more than using apps and Office!

We will answer questions like:

- How does the computer and the Internet work?
- What is a program? How do I tell the computer what to do?
- What are the social challenges of an information society?
- How do I become a life-long productive IT user?

This course shows how *technology works*, the *fundamentals* of *IT*, and how to *think* (and create) differently. COSC 122 - Page 3

Technology is For Everyone

It does not matter what discipline you are studying or what job you get in the future, technology is a critical part of your life.

- ◆Business: sales and marketing data analysis and planning
- Science: modern science requires computational experiments
- Arts: digital and artistic creativity, global and social impacts
- ◆Life: Can you live without your phone or the Internet? Can you imagine the technologies in the next 20 years?

Beyond the technology, this course will encourage you to think differently by learning how to communicate precisely, think critically, and problem solve algorithmically.

Why are you here? Reasons Why People Take This Course

- A) I want an easy credit.
- B) I want an easy Science credit (Arts Majors).
- C) I want to learn more about Microsoft Office.
- D) I want to learn more about how technology works.
- E) I am interested in computing, web development, programming, or future courses.

What to Learn What Topic are You Most Interested In?

- A) Microsoft Office (Word, Excel, Access)
- B) How the Internet/Computers Work
- C) Building Web Pages using HTML/JavaScript Programming
- D) The Effect of Technology on Society
- E) None of the above

Course Objectives

- 1) To understand common computer terminology
- 2) To learn the basics of networking and Internet applications
- 3) To be exposed to the fundamental concepts of **information** representation, abstraction, and algorithmic thinking
- 4) To try **simple programming** by creating web sites in **HTML** and **JavaScript**
- 5) To use word processors, **spreadsheets**, and **databases** to manipulate, document, and analyze information
- 6) To appreciate the role and effect of IT in society

Why this Course is Important

This course is designed to introduce the fundamental skills and concepts of Information Technology. You will learn to become a sophisticated user that is knowledgeable about how the technology you use works.

Important results:

- ◆ Office Software Proficiency Every person needs to know how to use basic office software (editors, spreadsheets, and databases). We will cover these fundamental skills.
- ◆ The Internet and You We will learn the basics of Internet terminology, how it works, and how it effects you.
- Web Development We will build simple web sites using HTML and JavaScript.
- Deeper Understanding We will see how technology works and appreciate the awesome capabilities, challenges, and opportunities in Information Technology.

Prior Students Work!

Course Assessment

In-class quizzes 10 % (in-class questions)

Lab Assignments 20 %

Two Midterm Exams 30 % (50 minutes in-class, 15% each)

Final Exam 40 % (cumulative, three hours)

You must receive a combined grade of at least 50% on the exams (midterms and final) to pass the course. Otherwise, you will be assigned a maximum mark of 45.

The Lab Assignments

In each lab we will work on computers on a lab assignment.

Lab assignments are worth 20% of your overall grade.

Lab assignments may take *more than the two hours* lab time.

You have one week after your lab to complete it.

- No late assignments will be accepted.
- An assignment may be handed in any time before the due date.

Lab assignments are done individually or in groups of two depending on the assignment.

The lab assignments are critical to learning the material and are designed to prepare you for the exams!

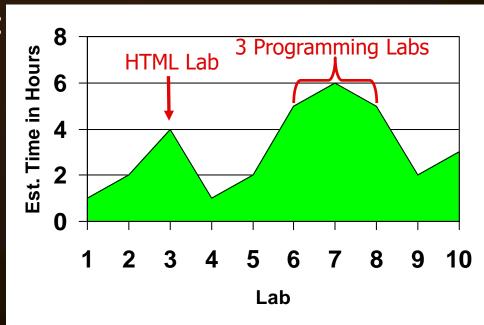
Lab Workload

The lab is two hours long, but you may require more or less time to complete the lab.

- Some labs will be done very quickly while others will require many hours outside the lab time to complete.
- Be prepared for this difference and use the shorter labs at the start of the class to meet your TA and establish good habits.

Lab difficulty by week:

Average: 3 hours



The In-Class Quizzes

To encourage attendance and effort, 10% of your overall grade is allocated to answering in-class questions.

These questions are answered electronically using a clicker.

- The clicker can be purchased at the bookstore and sold back to the bookstore like a used textbook.
- The clicker is personalized to you with your student number.
- ◆ At different times during all the lectures, questions reviewing material will be asked. Reponses are given using the clickers.

There will be at least 100 questions throughout the semester. Each question is worth 1 mark, and you need at least 80 right answers to get the full 10%.

That is, if you answer 60 questions right, you get 60/80 or 75%. Thus, do not worry if you must miss a class or two or forget your clicker one day!

What do you expect? What Grade are You Expecting to Get?

- A) A
- B) B
- C) C
- D) D
- E) F

How to Pass This Course

The most important things to do to pass this course:

- Attend class
 - ⇒ Read notes *before* class as preparation and try the questions.
- Attend the labs and do all lab assignments
 - ⇒ Labs are for marks and are practice to learn the material for the exams.

To get an "A" in this course do all the above plus:

- Practice programming and working with applications.
- Do more questions than in the labs. Practice makes perfect.

Resources!

Instructor

Teaching assistants - Labs and Assignments

Lecture Notes

Course website and Blackboard (including a discussion forum)

Textbook

- All course materials are included in the lecture notes. The notes will be published on the course website and on Canvas.
 A clicker is required.
- A text book is not required although the notes are based on the following textbooks:
 - ⇒ Lawrence Snyder, Fluency with Information Technology Skills, Concepts, & Capabilities, Pearson, 4th edition, ISBN 978-0-13-609182-0, 2011 or 5th edition, ISBN 978-0-13-382893-6.

Resources: Systems and Tools

Canvas is used for a discussion board, for posting marks, and for anonymous feedback.

Please use the discussion board and feedback survey.

All software is available in your laboratory.

Expectations

I expect that you to **SHOW UP TO CLASS AND LABS** and spend the effort to learn the material.

Although this class may be "easy" for some, you will not pass this class without effort and **attendance**.

◆ Previous: Avg. mark attending class = 75%, not attending=40%

The course will be very straightforward – If you do the work, you will do well. Some labs teach material on Windows and Microsoft Office, but the web development labs (HTML and JavaScript) will require you to think and work.

Academic Dishonesty

Cheating in all its forms is strictly prohibited and will be taken very seriously by the instructor.

A guideline to what constitutes cheating:

Assignments

- ⇒ Working in groups to solve questions and/or comparing answers to questions once they have been solved (except for group assignments).
- Discussing HOW to solve a particular question instead of WHAT the question involves.

Exams

⇒ All exams are closed book, so no course materials should be present.

Academic dishonesty may result in a "F" for the assignment or course and all instances are recorded in the Dean's office.

The Course Syllabus and Website

It is important that all student carefully read the course **syllabus** and regularly check the course website.

Let's have a look!