

MET-CS101: Computers and their Applications

Boston University Metropolitan College Computer Science Department
On Campus Course

INSTRUCTOR:

Greg Page, M.B.A., Ed.M.
Office Hours Tuesdays, 5-6 p.m., EPC-208

E-mail: gpage@bu.edu

CLASS MEETINGS:

Tuesdays, 6 p.m.-9 p.m., EPC-208, 750 Commonwealth Ave.

REQUIRED TEXT:

Evans - Technology in Action, Complete-w/Access, 12th (Pearson), ISBN 9780133949568

N.B.: ** If you buy any OTHER edition of the book, you are responsible for obtaining any required course content not contained in the complete 12th edition **

COURSE DESCRIPTION:

An overview of computer information systems. Concepts include: terminology; computer hardware, software, and networks; the impact of computers on society; ethical issues in computing; trends in information processing.

No prior knowledge, experience, or pre-requisites are required. No matter your background or skill level, you will come away from this class with some additional knowledge and concept familiarity. At times, you may feel that material or activities that we cover are basic.

As the textbook states, "You don't need to be a computer scientist to coexist with computers and networks. But your encounters with digital technology will make more sense if you understand a few basic concepts." The goal of this course is to increase your confidence and familiarity with respect to important computing concepts.

This is designed to be an interactive course. It is also designed to appeal to multiple types of learners. At times, the class will be taught in the traditional, lecture-and-notes format. Other classes will include everything from student presentations to informal discussions to debates to hands-on, basic coding projects.

<u>This is not a programming course</u>. During our time in the class, we will gain basic exposure to HTML, JavaScript, and general programming concepts.

My hope is that some of you will be inspired to pursue additional Computer Science education, whether formally here at BU or elsewhere, or informally via some of the online resources we talk about in class. No matter what, you will come away with a heightened knowledge of, and appreciation for, the modern technology that most of us take for granted in our everyday lives.

COURSE POLICIES:

1. Course Grading:

Homework/Classwork	20%
Attendance & Participation (A&P)*	20%
Exams (2 total, 30% each)	60%
Total	100%

* A & P is the only subjective component of your grade. It is in many ways a measure of your overall professionalism and your attitude. Students who consistently attend class on time, participate in discussions, and show respect towards their fellow classmates tend to score well in this area. Students who are consistently late or absent, excessively use personal devices (i.e. laptops, tablets, smartphones), and/or belittle the contributions of others tend not to do as well.

If you are curious as to your A&P score at any point in the semester, I can update you. I will also gladly e-mail a detailed score breakdown to any student who inquires after the semester about how/why they received their final grade.

In an effort to make CS101 a more hands-on experience, I will carve out some in-class time for students to work on courses offered on the Codecademy web site. Please do not be intimidated by this -- the purpose is for you to gain familiarity. A solid effort is all that is needed for full credit for this portion of the course (which will be rolled into your homework/classwork grade).

The overall average grade for the class will be a 3.0.

2. Testing:

Students are required to take examinations on the day and time they are scheduled. If special circumstances require a modification to the test schedule, arrangements must be made with the instructor in advance, or the student will need to present a valid excuse from the University. If a student misses an exam, and is entitled to make it up, it is the student's obligation to contact the instructor to make the necessary arrangements.

3. Assignments:

All assignments will be posted to Blackboard, and all all responses should be submitted through Blackboard. Late homework assignments will not be accepted.

All homework assignments will receive a score of either Check+, Check, or Check-. **Homework scoring is entirely effort-based**.

A "Check+" represents a strong effort, with original thoughts and supporting detail included throughout the responses.

A "Check" represents an adequate effort -- questions are answered directly, but without much illuminating detail.

A "Check-" represents a sub-par effort -- some answers are incomplete or missing entirely. Assignment appears to have been completed on the T on the way to class.

During the first class, I will go through the procedure for uploading homework assignments to Blackboard.

"I don't know how to use Blackboard" is not an acceptable excuse for not submitting assignments through Blackboard. You are surrounded by thousands of peers and bountiful resources. You can ask a neighbor, you can Google your way to the solution, or you can ask me for help. If for some strange reason Blackboard is inaccessible at the very moment that you wish to submit the assignment, you can e-mail it to me to show that it is complete -- but even then, I will still not grade it until you have submitted it through Blackboard.

4. Handicapped or Disabled Students:

All students who have been officially accepted by the university as a student with a disability should present the official documents indicating the special accommodation they require to their instructor.

5. Ethics/Academics Honor Code:

All students should carefully read and understand the code and policies available in the University Student Handbook. Any violation of the code and policies may be presented to the University Academic Handbook Honesty Committee.

I encourage you to collaborate on ANY assignment (other than the midterm and final, however). If/when you work with another student, be sure to clearly state this on your assignment, as cheating and/or plagiarism will not be tolerated in any Metropolitan College course. They will result in no credit for the assignment, and may lead to disciplinary actions.

COURSE SCHEDULE:

Week #	Meeting Date	Topic(s)	HW for Next Class
1	08SEP	Course Introduction, Overview Using Technology to Change the World Online Identity: The Modern First Impression	 Read Ch. 1 Complete written assignment #1 (DUE: 15SEP)
2	15SEP	Looking at Computers: Understanding the Parts Binary Number System Start In-Class Codecademy Courses	 Read ch. 2 Complete written assignment #2 (DUE: 22SEP)
3	22SEP	Using the Internet: Making the Most of the Web's Resources	 Read ch. 3,4 Prepare one slide for emerging technology assignment (DUE: 29SEP)
4	29SEP	Application Software: Programs That Let You Work & Play	 Read ch. 5 Complete written assignment #3

			(DUE: 06OCT)
5	06OCT	Graphics, Digital Media, Multimedia Manipulating Images System Software: The Operating System, Utility Programs, and File Management	• Read ch. 6
	13OCT No Class (Monday Schedule)		Begin Studying for Midterm
6	20OCT	Understanding And Assessing Hardware: Evaluating Your System In-Class Midterm	No homework
7	27OCT	Midterm Exam	Read ch. 7
8	03NOV	Networking: Connecting Computing Devices	 Read ch. 8 Prepare two slides for cyber-security presentation (DUE: 10NOV)
9	10NOV	Digital Devices and Media: Managing a Digital Lifestyle	Read ch.9Complete assignment #4(DUE: 17NOV)
10	17NOV	Securing Your System: Protecting Your Digital Data & Devices	Read ch.10Complete assignment #5(DUE: 24NOV)
11	24NOV	Software Programming	 Read ch. 11 Complete Assignment #6 (DUE: 01DEC)
12	01DEC	Databases & Information Systems	 Read ch.12 Complete Written Assignment #7 (DUE: 08DEC)
13	08DEC	Networking & Security in the Business World Intro to Artificial Intelligence	Prepare for Final
14	15DEC	Final Exam	

The final exam will lafter the midterm.	be comprehensiv	ve, but wi	ll tilt more	heavily	towards	the	material	covered