Boston University

MET CS101 - Computers and Their Applications

Instructor Information

Larry Robertie - Bio
robertie@bu.edu
617-538-7515
Office hours by appointment

Required Course Materials

Textbook:

This course will utilize an e-book from the publisher McGraw Hill via their Connect® web site.

See the BU book store to purchase a registration code or register directly online with McGraw Hill

Online registration instructions:

Go to the following web address and click the "register now" button.

https://connect.mheducation.com/class/l-robertie-2019fametcs101

 Having trouble registering? Get help here:
http://bit.ly/StudentRegistration

Top of Page

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.

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

Prerequisites:

None

Top of Page

Goals and Objectives

By successfully completing this course you will be able to:

The 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.

Top of Page

Instructional Methods
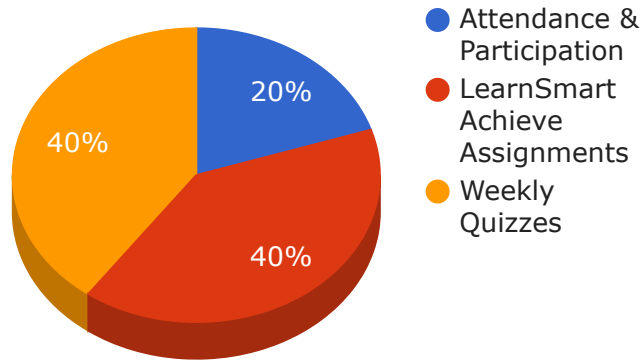
Lecture, demonstration, problem solving, and discussion.
Top of Page

Grading

Course Grading Criteria

Event	% of Grade
Attendance & Participation	20%
LearnSmart Achieve Assignments	40%
Weekly Quizzes	40%

Grade Distribution

Standard Grading

Letter Grade	Numerical Equivalent	Grade Points
A	95-100	4.00
A-	90-94	3.67
B+	86-89	3.33
B	83-85	3.00
B-	80-82	2.67
C+	75-79	2.33
C	70-74	2.00
C-		
D	64-69	1.0025%

Top of Page

Attendance

- Be on time for all class meetings
- Any student who misses three classes may be at risk for failing the course.
- Each student is responsible for reading chapters from the text, as well as other reading materials as assigned by the instructor.
- Texting or use of cell phones in class is **prohibited**

Top of Page

Code of Conduct

The course is governed by the Academic Conduct Committee policies regarding plagiarism (any attempt to represent the work of another person as one's own). This includes copying (even with modifications) of a program or a segment of code without attribution. You can discuss general ideas with other people, but the

work you submit must be your own. Collaboration is not permitted unless you are otherwise instructed.

Schedule

COURSE SCHEDULE:

Course Introduction, Overview

Using Technology to Change the World
Online Identity: The Modern First Impression

The Digital Revolution

Module 1: Digital Content

Module 2: Digital Services

Module 3: Networks

Module 4: The Web

Module 5: Social Media

Module 6: Software

Module 7: Digital Security

Module 8: The ICT Industry

Module 9: Information Systems

Module 10: Databases

Module 11: Programming

Note: When appropriate, this schedule will be condensed to accomodate the 12 week summer session. All topics will be covered. Schedule subject to change as needed.