

# CS100: Introduction to the Profession

## 1 Course Overview

An introduction to computer science as an academic pursuit and profession. Presents a broad survey of CS related topics and research areas, emphasizing problem-solving processes and their interdisciplinary nature.

## 2 Course Objectives

- Develop a basic understanding of major current and historical areas of interest in computer science.
- Explore ideas and technologies from modern-day applied CS.
- Understand the relationship of CS to other fields – notably, to the natural and social sciences, engineering, mathematics, the arts, and business/entrepreneurship.
- Consider and debate ethical and social issues in applied CS.
- Recognize resources available to help prepare for a career in CS.

## 3 Course breakdown

5%: CS100 Attendance    5%: First Year Experience Attendance    30%: Lecture Surveys

10%: Debates    20%: Team Assignment    30%: Lab Assignments

Assignment grades will be updated in Blackboard periodically. A $\geq$ 90 B $\geq$ 80 C $\geq$ 70 D $\geq$ 60 E $\leq$ 60

### 3.1 Attendance

CS100 Attendance is mandatory for both lecture and lab. *Two absences are automatically excused* – after that, each absence will reduce the attendance score by 10%.

First Year Experience Attendance is required every week. *Two absences are automatically excused* – after that, each absence will reduce the attendance score by 10%.

### 3.2 Lecture Surveys

Surveys/Quizzes will be administered via password protected online forms at the end of each lecture. You must be attending to complete and submit them. Deadline for the survey/quiz is midnight Friday.

### 3.3 Debates

Two debates, centered on current digital society topics, will be held during lab in weeks 6 and 12. Two teams of three or four will be told the topic and side (supporting or opposing) one week in advance, so they can prepare. Each student will be assigned to a debate team twice over the course of the semester. Non-debaters will complete surveys during the debates.

### 3.4 Team Assignment

In teams of 3 or 4 from your lab room, design and produce a Kurzgesagt (in a nutshell) style video on a current computing or technology topic and addressing both the “how it works” and the effects on society. Six sessions will be dedicated to your Kurzgesagt. Lab 03 - Team Project - Pitch; Lecture week 5 - Team Project - Executive Summary; Lab 06 - Team Project - Storyboard & Draft Script; Lab 08 - Team Project - Intro Video; Lecture week 11 - Team Project - Work on Full Video; Lecture week 15 - Team Project - Submission

### 3.5 Lab Assignments

A new lab assignment (coded, written, etc.) will be announced most weeks, and TAs will be on hand to facilitate work during the lab session. Submission mechanisms will vary. Lab scores range from 0 (no submission) to 4 (best), and all labs are weighted equally.