

# Lecture 1.1 – Intro to the Course

## Specific Learning Objectives:

None

# About me

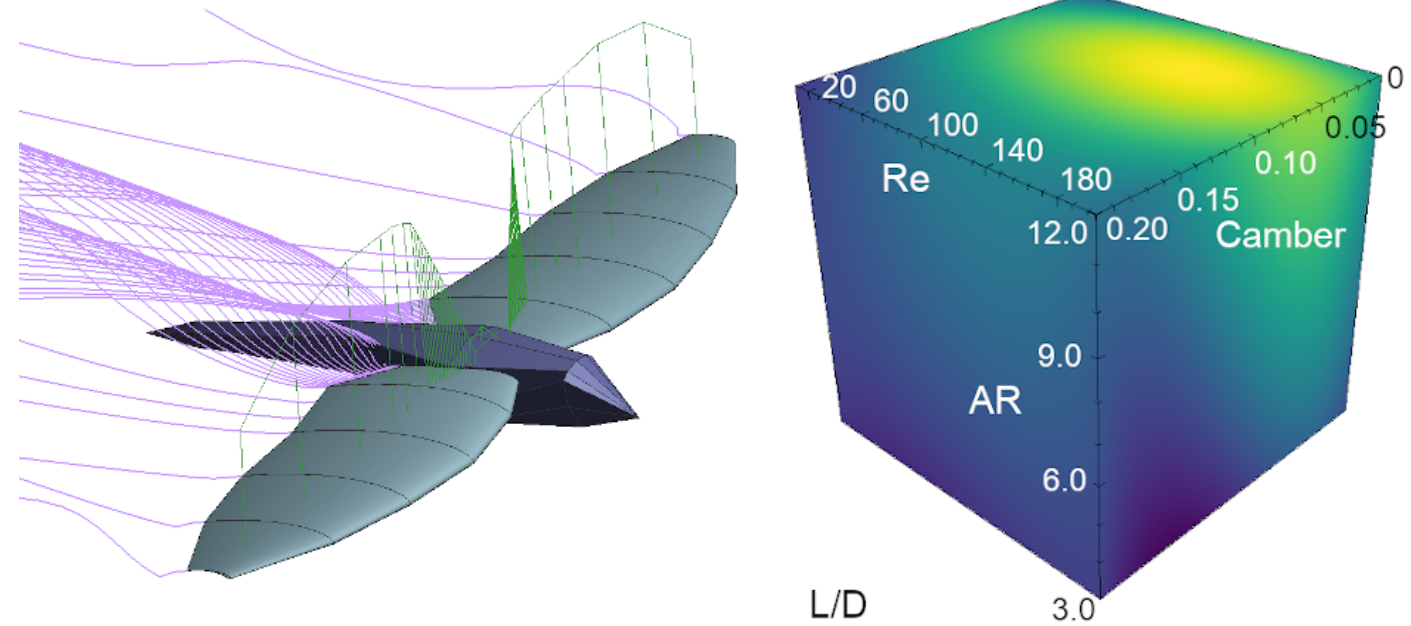
Lindsay Waldrop, Ph.D. (Biological Sciences) <http://waldroplab.com>

## Exploring the evolution of biological fluid-structure interactions

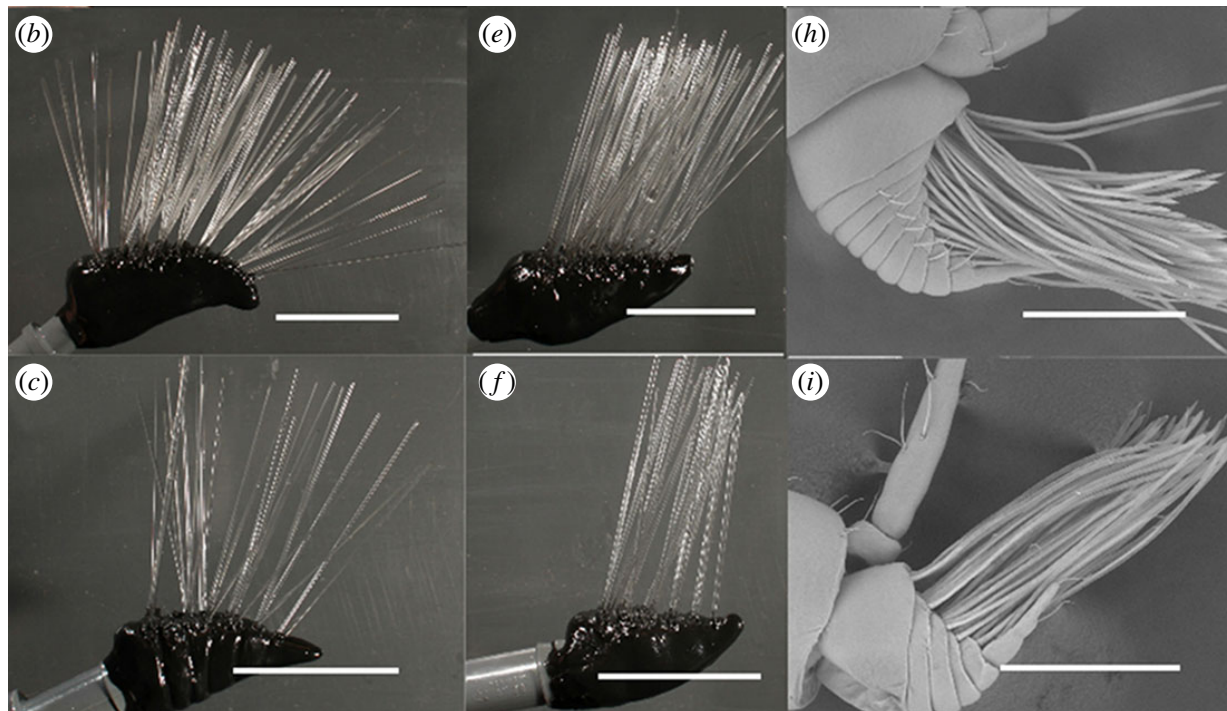
### High-speed videography



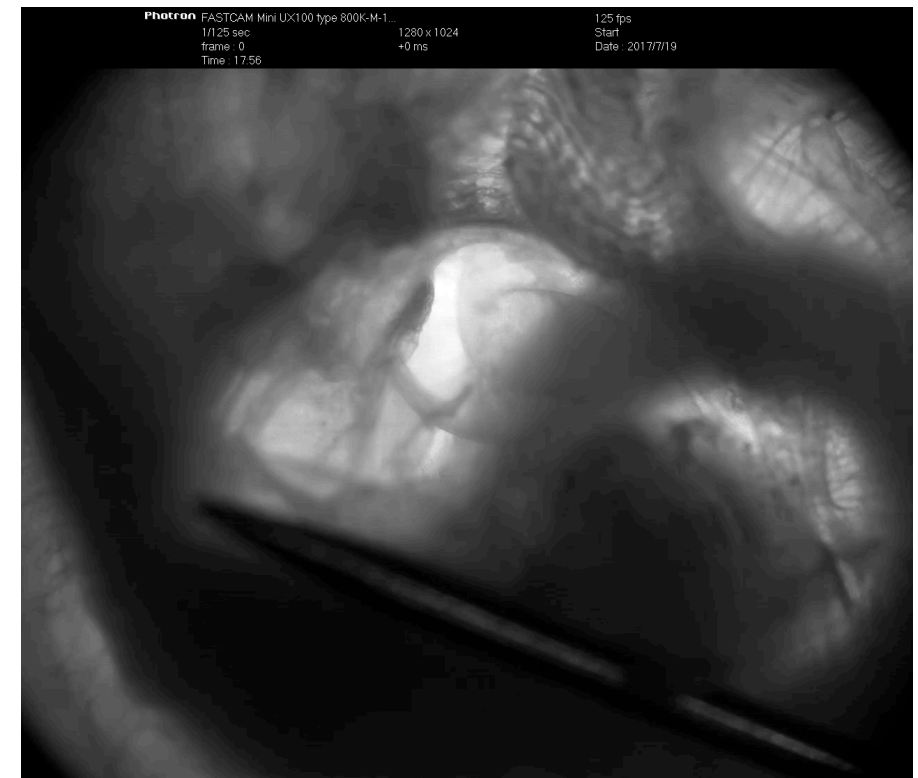
### Computational fluid dynamics modeling



### Morphometrics



### Experimental fluid dynamics



# **Student Office Hours**

**I am away to recover from surgery for the first couple of weeks!**

**Katherine will give you Office Hours on the board**

**What are office hours and why should you come?**

- Office hours are for students! You are not bothering or interrupting us, this is time we set aside every week for my students!
- They are a great place to get clarification on content, ask questions, listen to other students ask questions, practice work, etc.
- They are also a great space for mentorship: career advice, info on graduate schools, exploring things that interest you, connecting with research, etc!

# Course Navigation

## ***- Where do I find course information?***

Github repository: <https://github.com/CPSC-292-Fall-2022/CPSC292-CourseInfo>

- syllabus
- course learning objectives
- lecture notes
- course schedule
- course assignments
- sample code

## ***- Where do I find and turn in assignments and see my grades?***

Course Canvas sites:

MWF 11 - 12 (Section 01): <https://canvas.chapman.edu/courses/44305>

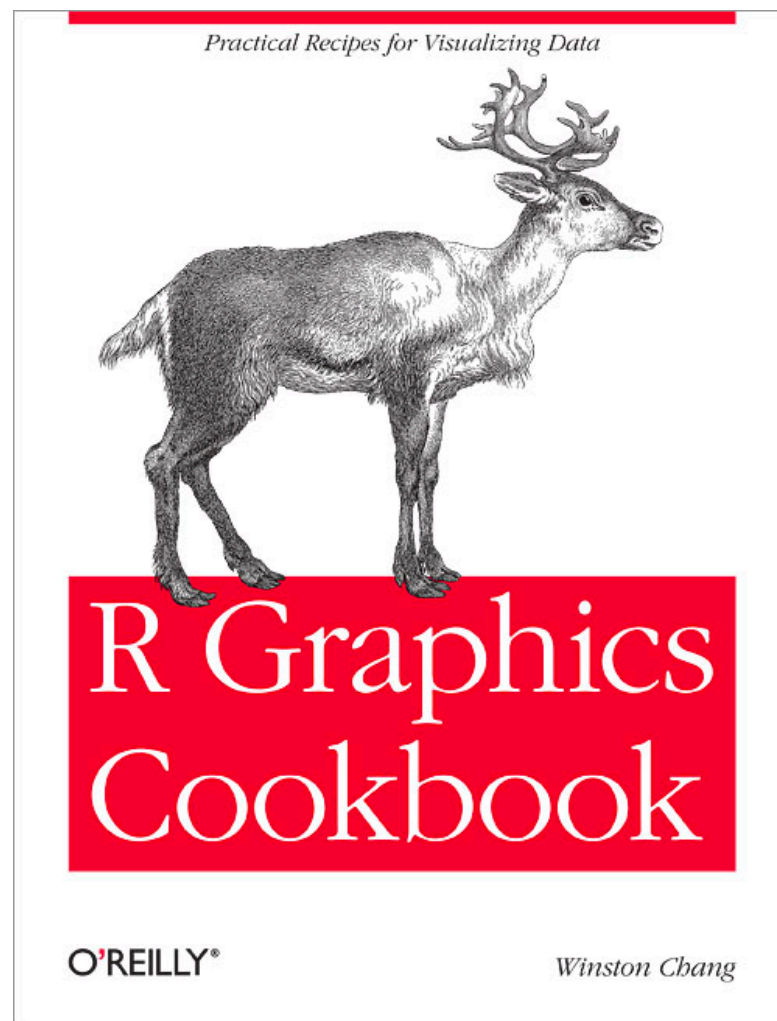
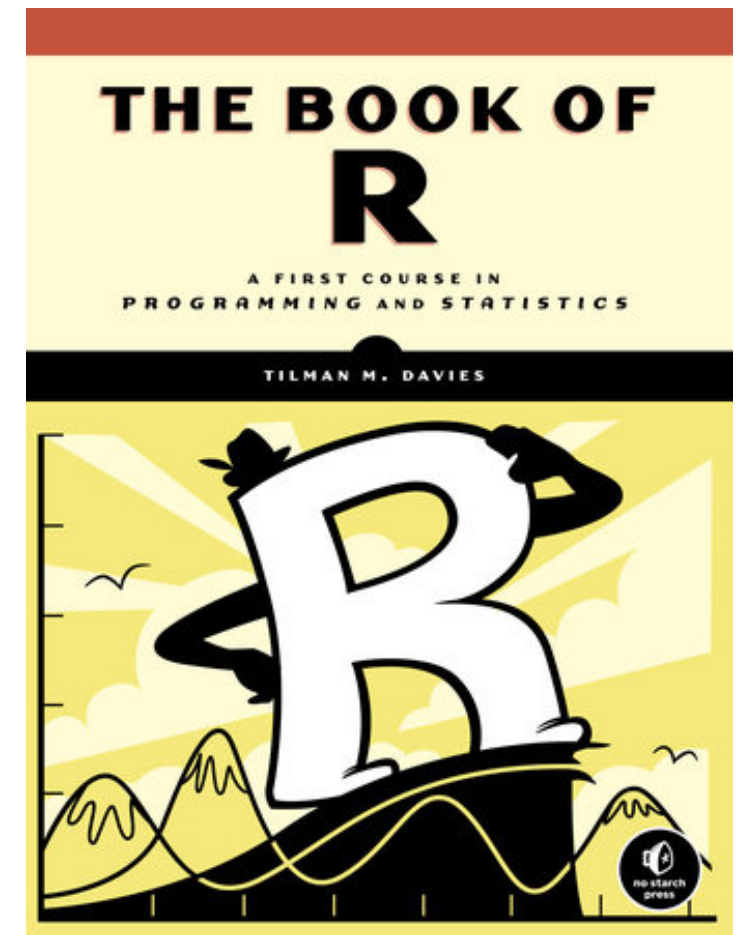
MWF 12 - 1 (Section 02): <https://canvas.chapman.edu/courses/44167>

## ***- What is the best way to communicate?***

Slack Channel! Link in Canvas Announcement!

# Course Materials

- **Required Text:** *The Book of R* by Tilman Davies.  
First Edition, No Starch Press. ISBN-13: 978-1-59327-651-5.  
Link to publisher website: <https://nostarch.com/bookofr>  
(Between Aug. 15 and Oct. 15 use code ACDCPSC292 to receive 30% off purchase through the NoStarch Press website.)



- **Suggested Text:** *R Graphics Cookbook* by Winston Chang.  
First Edition, O'Reilly Media. ISBN 9781491978603.  
Online at: <https://r-graphics.org/>

# How this course works

- This is a **labor-based** and **mastery-based** course.
- Your grade in this course will be determined by:
  1. Your labor and participation.
  2. Completion of work will indicate level of mastery of course material.

# Grading System (Labor)

- All work is assessed on a three-tiered scale:
  - **Completed and Satisfactory** (score of 1)
  - **Completed and Unsatisfactory** (score of 0) - you will receive feedback and have another opportunity to achieve satisfactory level.
  - **Not Completed** (score of 0) - no late work will be accepted.
- **Life Happens Clause:** request a new deadline for any assignment within 48 hours of the deadline. Request via Slack to your instructor. Be sure to include the new deadline you are requesting.

# Grading System (Labor)

- **Rescoring work:** You are allowed 3 attempts for each work item (except Projects).
  - Each attempt must be made within 3 business days of receiving feedback from the instructor.
  - **It is critical that you keep up-to-date with material** (especially in Unit 1).
- **Participation is required at all levels.** Non-participation is marked only. Reasons: absence, excessive lateness (>10 mins), off task, distraction, etc.



# Grading System (Mastery)

- Work is designed to demonstrate levels of mastery in the material.
- **Assignments (C-level):** Designed to assess *basic competence* of learning objectives covered. Flexible number.
- **Skill Checks (B-level):** Designed to assess *advanced competence* of learning objectives covered. Usually involve synthesis of concepts and more independence than assignments. 6 in total.
- **Projects (A-level):** Designed to assess *mastery* of learning objectives covered. Work will involve synthesis, creativity, independence, and originality. 3 in total.

# Grading System (Mastery)

Final Course Grade	Projects completed (A-level)	Skill Checks completed (B-level)	Assignments completed (C-level)
A	3	6	100 %
B	1	6	100 %
C	0	2	100 %
D or F	0	< 2	< 90 %

# Other Course Policies

- Please wear a mask during class and in office hours.
- Come prepared to learn and participate!
- Final project policy: you MUST participate in the final project.
- Group work is encouraged unless the assignment is an *individual evaluation*.
- Communication: Please Slack instead of email. Expect replies between 9 am and 5 pm during the regular work week.

# What if you need help?

- ***Please contact us!*** We want to help, whether it is situational, financial, or academic. We are prepared to be very flexible, including issuing course incompletes (which can be finished later).
- The Dean of Students can help connect you with services, no matter what type of problem you have!
- If you are struggling mentally, please talk to me or seek help through Student Psychological Counseling Services:  
<https://www.chapman.edu/students/health-and-safety/psychological-counseling/>

# Course Learning Objectives



## Main Learning Objectives:

1. Understand the basic structure and function of the *R* programming language.
2. Create visualizations and data analyses in the *R* programming language.
3. Independently perform basic data analysis and visualizations in a way that communicates ideas clearly.

Detailed learning objectives (and how they are assessed) are in the file CLO.pdf!

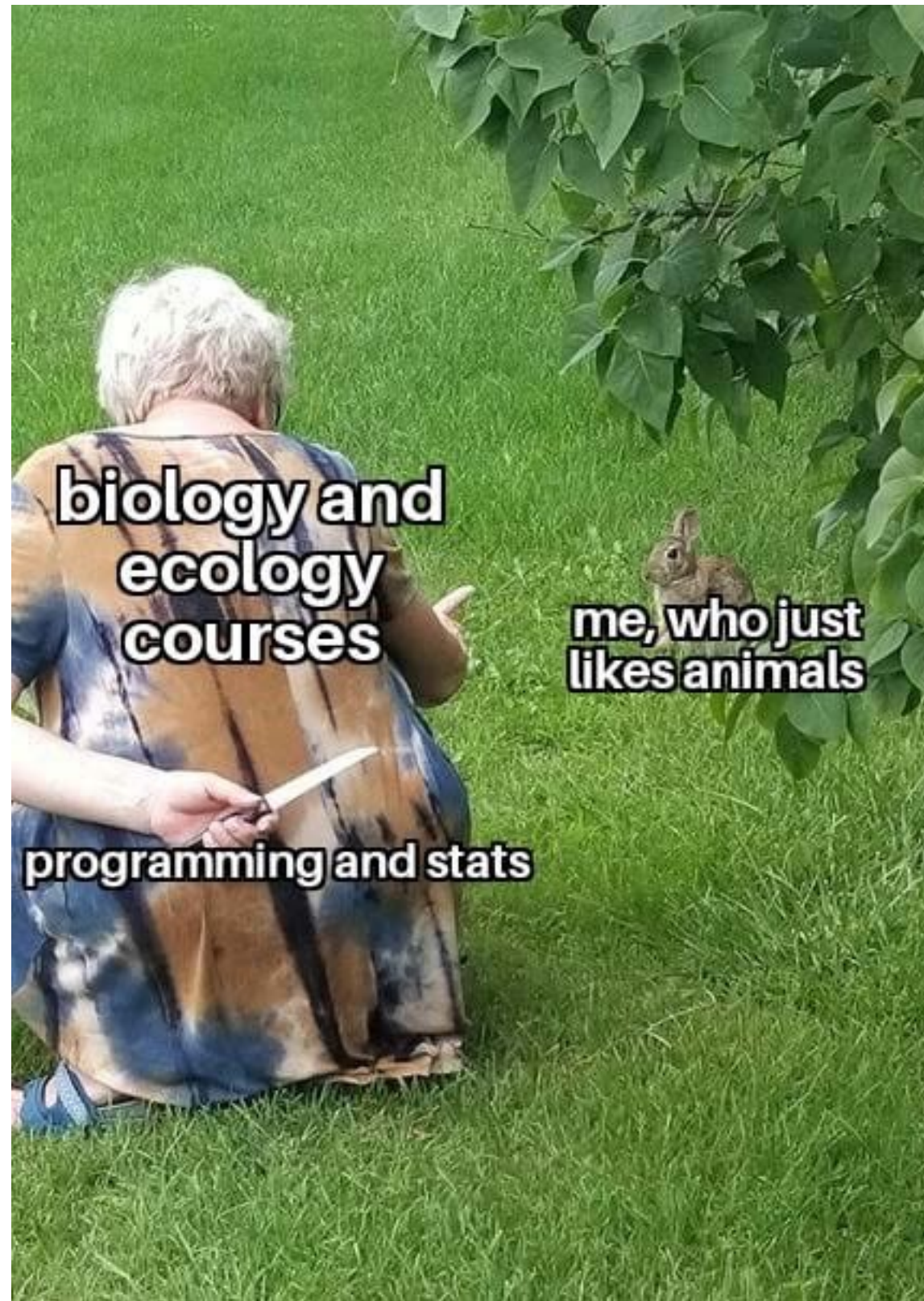
# Why Learn *R*?

- Biology today involves lots and lots and lots of data!
- Most disciplines require skill in handling and analyzing data.
- *R* is a high-level yet powerful programming language that can assist with statistics, analysis, and visualization.
- *R* is free and open-source, making analyses replicable.
- *R* is flexible and has a huge community working on new stuff!





**It's true. Sorry :(**





# Don't fret - You can do it

- You really don't have to be good at it, but you'll definitely get better!



Yours is without a doubt the worst code I've ever run



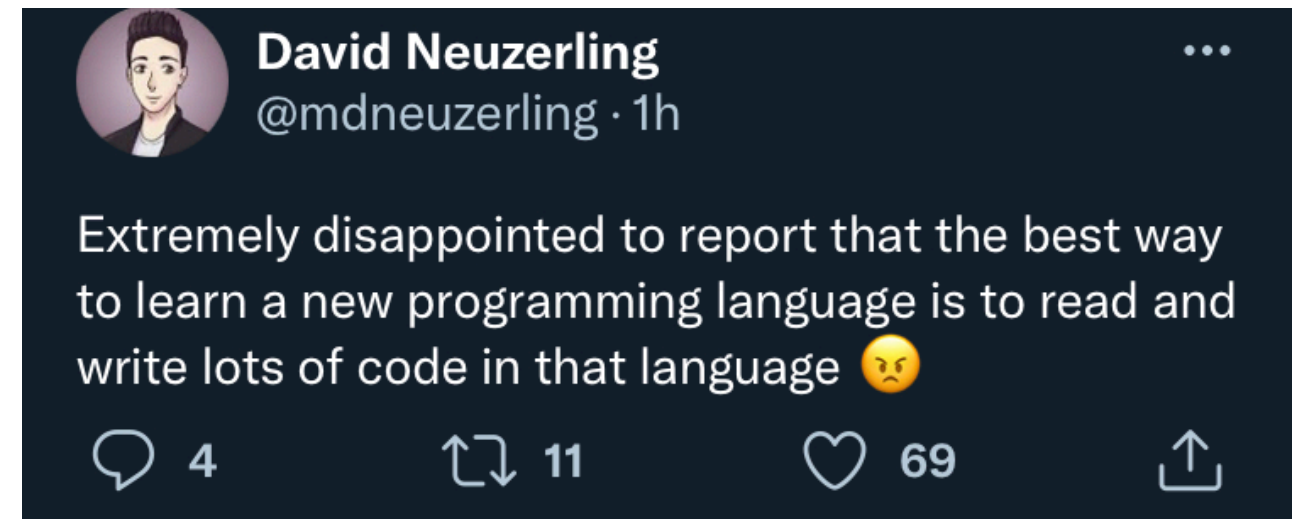
But it runs

- It ain't got to be pretty, it's just got to work.



# The Bad News is...

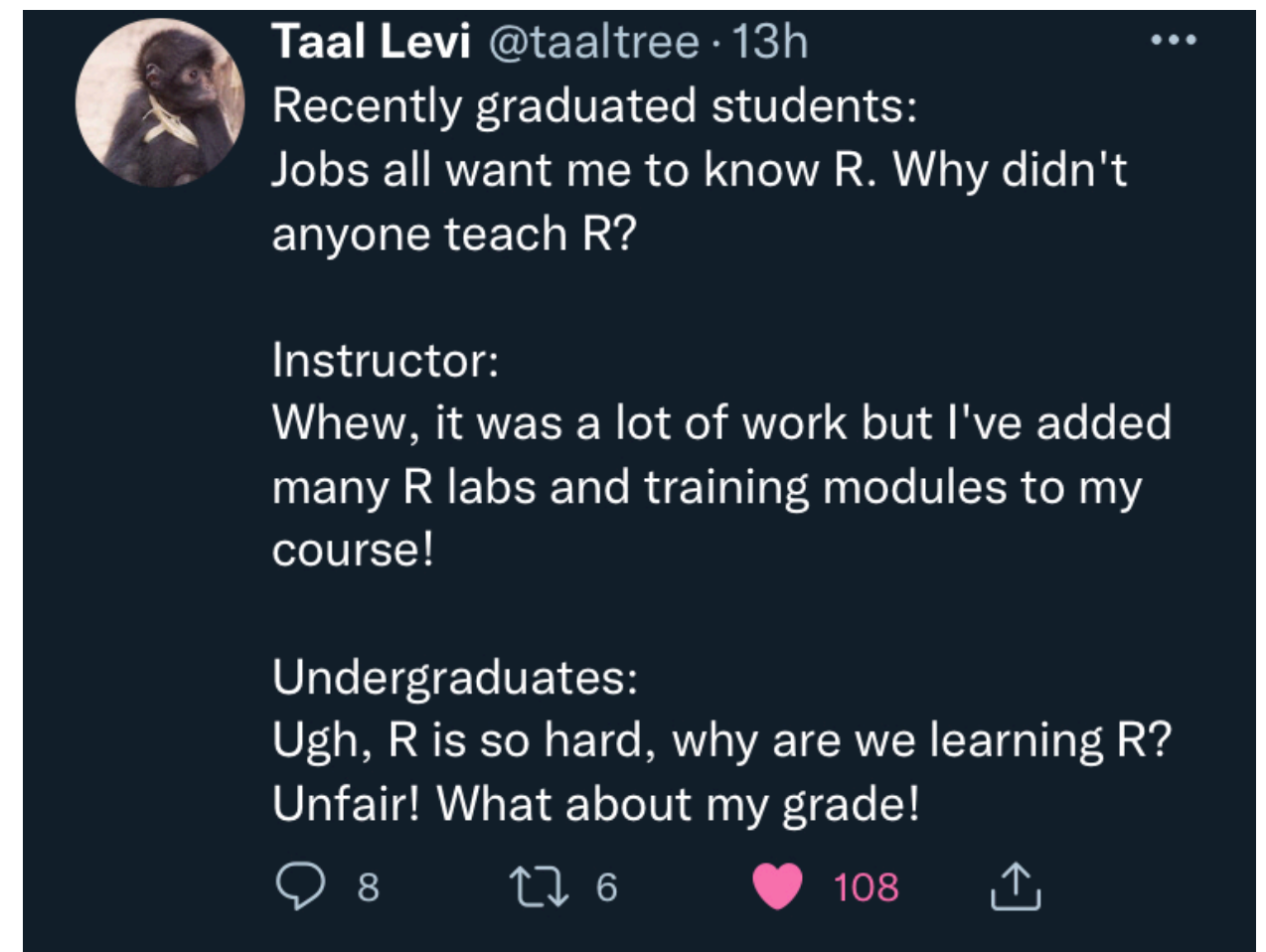
- The only way to learn a new programming language is to practice. A LOT.



# The GOOD News is...

- These skills are in high demand from employers and potential graduate school advisers.

IT WILL BE WORTH IT!



# Downloading *R* and RStudio



Download *R*:  
<https://www.r-project.org/>

1. Go to <https://cloud.r-project.org/>
2. Select your operating system.
3. Select the latest release that is “notarized and signed.”
4. Save and open the file, follow the instructions to install.



Download RStudio:  
<https://rstudio.com/products/rstudio/download/>

1. Select the RStudio Desktop version.
2. Download, open, and follow instructions to install.
3. Open RStudio to get started!

# Action Items

- 1. Have R and RStudio installed on your personal computer by next Wed 9/7!**
- 2. If you are having trouble with a laptop, please tell Katherine ASAP!**