



#### «Human-Centered Data Science»

### Exercise 2

Lars Sipos

Human-Centered Computing, Institute of Computer Science Freie Universität Berlin

03.05.2022





### Changes to the programming assignments

#### No more mandatory reflection assignments for the exercises!

In order to actively participate in this course, you need to fulfil the following requirements:

- » You need to submit (n-1) written reflections and actively do them [planned are 11]
- » You need to submit (n-1) scheduled (programming) assignments and actively work on them [planned are 6]

Each actively done reflection / assignment gives you **1 point**. You need **(n-1) points** for each submission type.

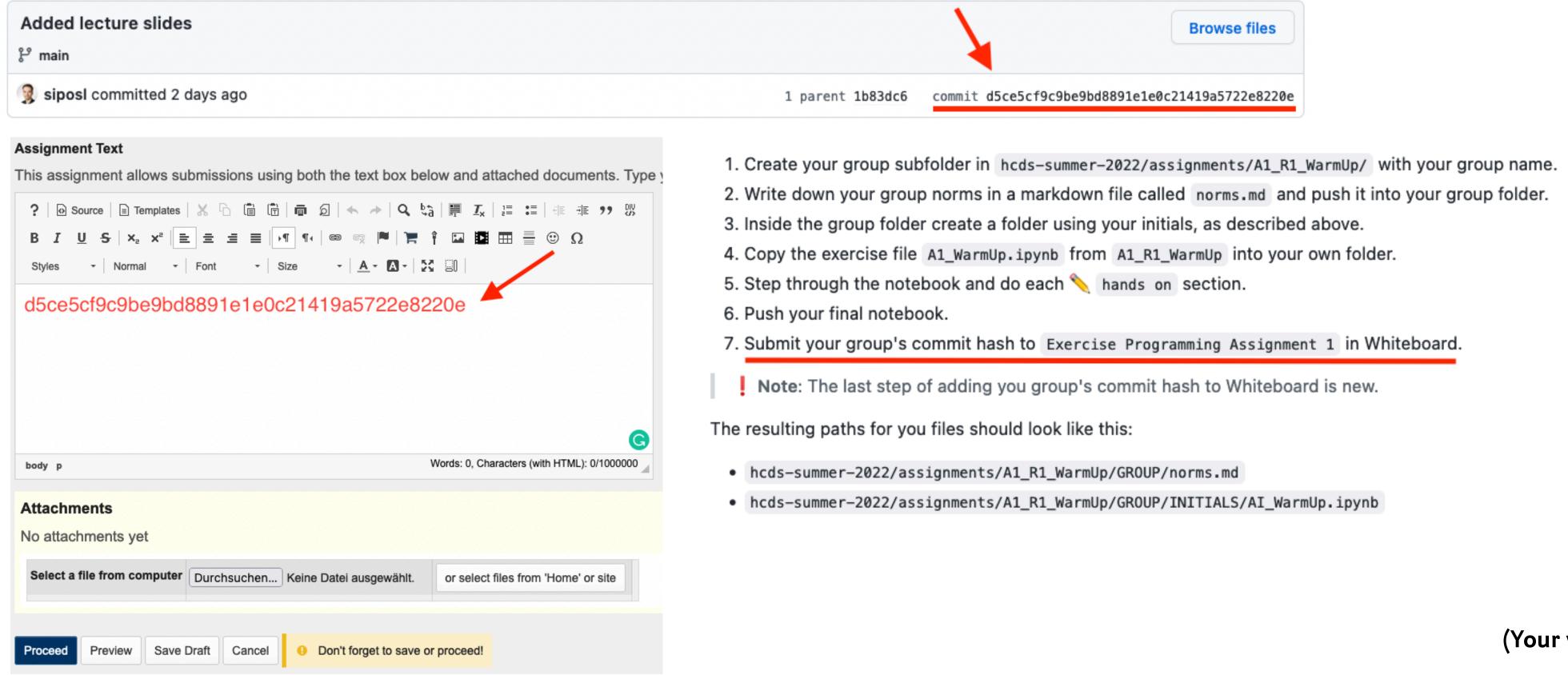
» Please commit a **feedback.txt** file to your assignment folder!





### Changes to the programming assignments

You need to submit your group's commit hash to Whiteboard!





(Your view may differ)





**«Human-Centered Data Science»** 

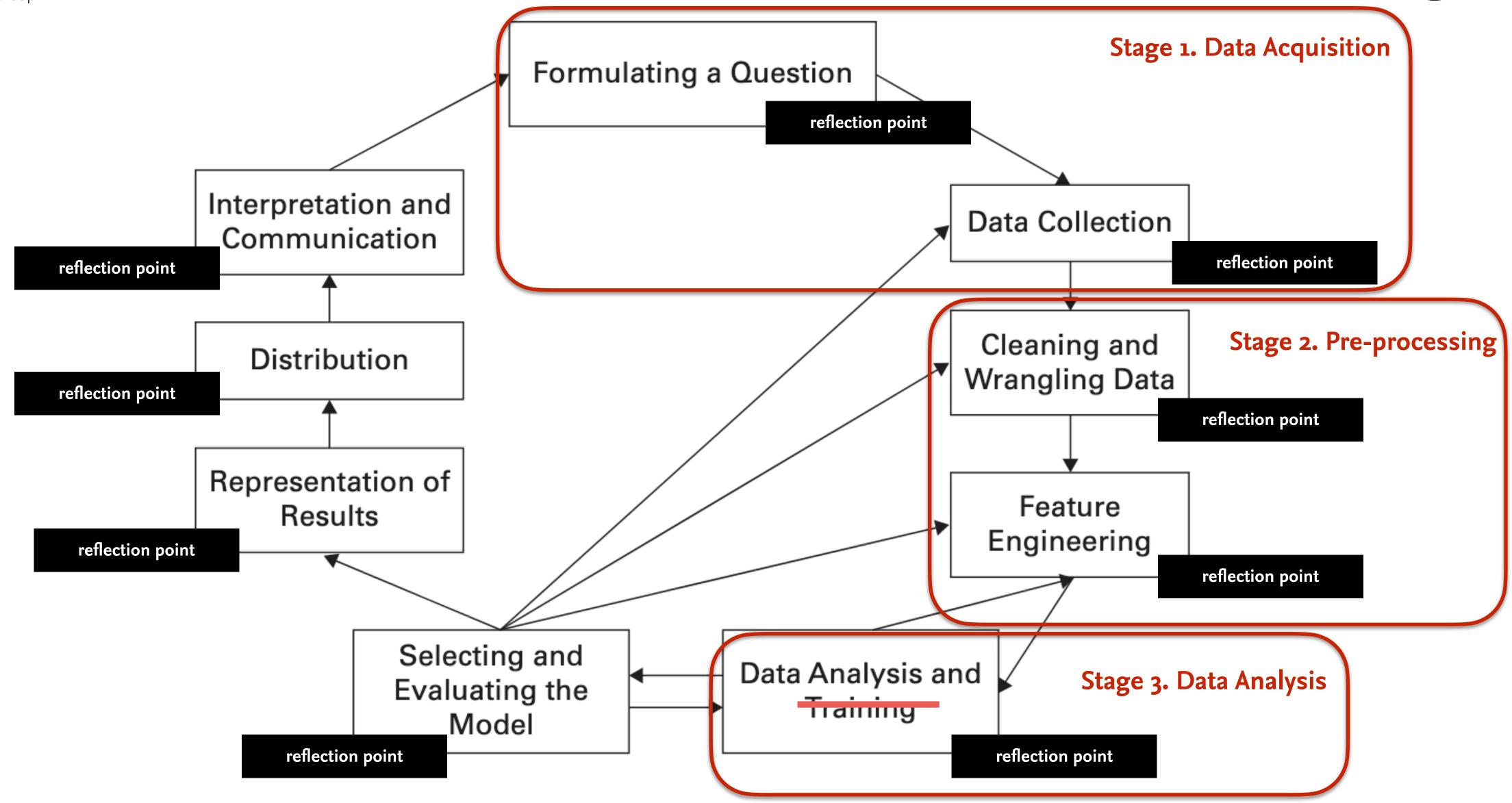
# Assignment 2

Data Acquisition, Pre-processing and Data Analysis

https://github.com/FUB-HCC/hcds-summer-2022/wiki/02\_exercise











### First stages of the data science workflow

#### Get into your groups!

Consider the first three stages of a typical DS workflow (data acquisition, processing, analysis)

For each stage, think about:

- » Your prior experiences with it
- » What are you doing there?
- » How do you do it?
- » What are you not supposed to do?

We get back together at: XX:XX a.m.







### Data Acquisition

What to do:







## Pre-processing

What to do:







## Data Analysis

What to do:







**«Human-Centered Data Science»** 

# Assignment 2

Data Acquisition, Pre-processing and Data Analysis

https://github.com/FUB-HCC/hcds-summer-2022/wiki/02\_exercise





#### **Next Time**

#### you will have ...

- 1. actively participated in the lecture
- 2. submitted the first lecture reflection (Due 05.05.22 4 p.m.)
- 3. submitted the first programming assignment (Due 10.05.22 10 a.m.)
- 4. survived last week (and hopefully enjoyed it)

#### Have fun!

