

## Syllabus Fall 2021

### CSCE 190: Computing in the Modern World

#### Course Details

Course: CSCE 190  
Credits: 1  
Times:  
Section 1: 12pm – 12:50pm Monday SWEAR Ctr 1C01  
Section 2: 12pm – 12:50pm Wednesday SWEAR Ctr 1C01  
Section 3: 1:10pm – 2:00pm Monday 300 Main St. B213  
Section 4: 1:10pm – 2:00pm Wednesday SWEAR Ctr 1C01

#### Contact Information

Instructor: Portia Plante  
Email: [pplante@cse.sc.edu](mailto:pplante@cse.sc.edu)  
Office: 2275 Storey Innovation Center, & Online  
Office MW: 10:00am – 11:30am  
Hours: TR: 10:15am – 11:15am  
On demand through zoom or MS Teams ([pplante@cse.sc.edu](mailto:pplante@cse.sc.edu))  
Email to schedule a meeting

#### Course Description

An introduction to the field of computing through exercises in product innovation. Students will recognize a problem in society and will work in teams to design a technological solution to this issue. Students will learn how an education within the computing majors will help them to develop the products they design. Additionally, students will develop a resume, and discuss career paths.

#### Academic Bulletin Description

An introduction to the field of computing: trends in computing technology, the profession, and careers; subdisciplines in computing; the nature of research and development.

#### Corequisites

CSCE 145, 204, 205, 206 or equivalent

#### Learning Outcomes

1. Understand the stages of product innovation
2. Create problem descriptions
3. Develop product prototypes
4. Understand the difference between the computing majors
5. Create a resume
6. Understand potential computing careers

## Textbooks

NA

## Technology Requirements

- A reliable internet connection
- A speaker, microphone and webcam for effective online meetings
- Students will collaborate in groups via in-person and Discord
- A variety of free online tools will be utilized

## Course Delivery

This course will be delivered in-person.

**Course Materials:** All course materials can be found on [dropbox.cse.sc.edu](https://dropbox.cse.sc.edu). This includes, videos, and assignments. This course will not be using Blackboard. You can sign into dropbox with your traditional uofsc account.

**Student-to-Instructor (S2I) Interaction:** Students will interact with the instructor during in-class discussions, and group meetings.

**Students-to-Student (S2S) Interaction:** Students will interact during in-class discussions, and in groups.

**Student-to-Content (S2C) Interaction:** Students will engage with course content by completing programming assignments, completing a semester long team project, and completing participation activities.

## Topical Outline

- Create problem statements
- Create resumes
- Attend a career center event
- Discuss different computing majors, and potential job positions
- Discuss diversity and ethical behavior
- Conduct user research in their problem area
- Storyboard solutions
- Brainstorm product ideas
- Sketch, and Prototype solutions
- Group presentations of final solutions

## Deliverables:

### Team Project Deliverables:

Students will complete a series of team assignments on product innovation. Each assignment will guide them closer to their final product proposal.

- Problem Statement
- Affinity Diagram
- Personas
- Storyboard
- Sketches
- Paper Prototype
- High Fidelity Prototype
- Final Prototype Presentation

### Individual Deliverables:

Students will prepare a resume. Students will also create a website to host their team work

- Resume
- Creating a github site
- Adding each team deliverable to github site
- Styling github site

## Grading Policy

Setting up Github Pages:	2%
Problem Statement:	5%
Adding Problem Statement to Website:	5%
Affinity Diagram:	5%
Adding Affinity Diagram to Website:	5%
Personas:	5%
Adding Personas to Website:	5%
Storyboard:	5%
Adding Storyboard to Website:	5%
Sketches:	5%
Adding Sketches to Website:	5%
Paper Prototype and Adding To Website:	10%
High Fidelity Prototype:	10%
Adding High Fidelity Prototype to Website:	5%
Final Prototype Presentation:	5%
Adding Final Presentation to Website:	5%
Resume:	10%
Attending a Career Center Event:	3%

Students must contribute fairly to their team project to receive a passing grade. Students will be surveyed regularly to ensure that all team members are contributing fairly to team projects.

The grade is calculated using the standard curve:

Final Grade Range	Reported Grade
90-100%	A
87 - 89.99%	B+
80 - 86.99%	B
77 - 79.99%	C+
70-76.99%	C
67 - 69.99%	D+
60-66.99%	D
<60%	F

## Grade Discussion

Questions about any grades in this class must be addressed within 1 week of work being returned.

## Test Schedule

No tests will be given in this class.

## Late Work

Homework assignments are due at the time listed on Dropbox. A 25% deduction per day late will be applied to assignments. Submitting all assignments is a necessary condition for passing this class.

## Weekly schedule

Week	Content
Week 1	Introduction to the class: <ul style="list-style-type: none"><li>- Syllabus</li><li>- Anti-Plagiarism</li><li>- Creating a github site</li></ul>
Week 2	Team Project Topic Creation <ul style="list-style-type: none"><li>- Creating a problem statement</li><li>- Adding problem statement to github site</li></ul>
Week 3	Brainstorming on Team Project <ul style="list-style-type: none"><li>- Creating an Affinity Diagram</li><li>- Adding Affinity Diagram to github site</li></ul>

Week 4	Working on Resumes - Watch a resume talk - Create resume draft
Week 5	Revising Resumes - Revise resumes with teams - Submit resume to career center for advice
Week 6	- Advising Discussion - Career Discussion
Week 7	Working on team project – Personas - Create personas -Add personas to website
Week 8	Working on team project – Storyboard - Create storyboards - Add storyboard to website
Week 9	Working on Cover Letters - Watch a cover letter talk - Create a cover letter
Week 10	Working to team project – Sketching - Sketch ideas for team project - Add sketches to website
Week 11 & 12	Working on team project – Paper prototype - Individually create a paper prototype - Create a paper prototype demo video - Add paper prototype to website
Week 13 & 14	Working on team project – Hi-fi Prototype - Create high fidelity prototype with team - Add high fidelity prototype to website
Week 15	Final Presentation - Create teams final presentation - Add final presentation to website

## Assignment Descriptions

Assignment	Description	Due Date
Setting up Github Pages	Create a website on github with custom text.	001 & 003: 11:59pm Aug 23 <sup>rd</sup> 002 & 004: 11:59pm Aug 25 <sup>th</sup>
Problem Statement	As a group, create a problems statement indicating what your semester project will be trying to solve.	001 & 003: 11:59pm Aug 30 <sup>th</sup> 002 & 004: 11:59pm Sept 1 <sup>st</sup>
Adding Problem Statement to Website:	Add a link to your problem statement on your individual github site.	001 & 003: 11:59pm Sept 5 <sup>th</sup> 002 & 004: 11:59pm Sept 5 <sup>th</sup>
Affinity Diagram:	As a group, you will create a brainstorming board with at least 40 sticky notes relating to your product.	001 & 003: 11:59pm Sept 14 <sup>th</sup> 002 & 004: 11:59pm Sept 8 <sup>th</sup>
Adding Affinity	Add a link to your Affinity Diagram on your	001 & 003: 11:59pm Sept 15 <sup>th</sup>

Diagram to Website:	individual github site	002 & 004: 11:59pm Sept 15 <sup>th</sup>
Resume Draft:	Create a draft version of your resume to review with teams in class.	001 & 003: 11:59pm Sept 27 <sup>th</sup> 002 & 004: 11:59pm Sept 21 <sup>st</sup>
Resume Draft 2:	Create a second draft of your resume to center to the career center for review.	001 & 003: 11:59pm Oct 3 <sup>rd</sup> 002 & 004: 11:59pm Sept 29 <sup>th</sup>
Personas:	Create a fictitious character description containing the properties of a typical user of your application.	001 & 003: 11:59pm Oct 11 <sup>th</sup> 002 & 004: 11:59pm Oct 6 <sup>th</sup>
Adding Personas to Website:	Add a link to your Personas on your individual github site	001 & 003: 11:59pm Oct 13 <sup>th</sup> 002 & 004: 11:59pm Oct 13 <sup>th</sup>
Storyboard:	Create a strip of 4 – 6 screens, illustrating your persona using your application.	001 & 003: 11:59pm Oct 18 <sup>th</sup> 002 & 004: 11:59pm Oct 13 <sup>th</sup>
Adding Storyboard to Website:	Add a link to your Storyboard on your individual github site	001 & 003: 11:59pm Oct 20 <sup>th</sup> 002 & 004: 11:59pm Oct 20 <sup>th</sup>
Cover Letter:	Create a cover letter which you would use to apply for a certain position	001 & 003: 11:59pm Oct 31 <sup>th</sup> 002 & 004: 11:59pm Oct 31 <sup>th</sup>
Sketches:	Create a rough sketch illustrating the layout of every screen in your application.	001 & 003: 11:59pm Nov 1 <sup>st</sup> 002 & 004: 11:59pm Oct 27 <sup>th</sup>
Adding Sketches to Website:	Add a link to your Sketches on your individual github site	001 & 003: 11:59pm Nov 3 <sup>rd</sup> 002 & 004: 11:59pm Nov 3 <sup>rd</sup>
Paper Prototype and Adding To Website:	Create a paper prototype showing how the different screens of your application flow together. Add a link to your Paper Prototype on your individual github site.	001 & 003: 11:59pm Nov 14 <sup>th</sup> 002 & 004: 11:59pm Nov 14 <sup>th</sup>
High Fidelity Prototype:	Create a high fidelity digital prototype. Students will use a tool like proto.io to make the application look professional.	001 & 003: 11:59pm Nov 22 <sup>nd</sup> 002 & 004: 11:59pm Nov 17 <sup>th</sup>
Adding High Fidelity Prototype to Website:	Add a link to your High Fidelity Prototype on your individual github site	001 & 003: 11:59pm Nov 23 <sup>rd</sup> 002 & 004: 11:59pm Nov 21 <sup>st</sup>
Final Prototype Presentation:	Create a short (approx 5 minute) video of your high fidelity prototype. Explain the problem statement, and need for the application.	001 & 003: 11:59pm Nov 29 <sup>th</sup> 002 & 004: 11:59pm Dec 1 <sup>st</sup>
Adding Final Presentation to Website:	Add a link to your Final Prototype Presentation on your individual github site	001 & 003: 11:59pm Nov 21 <sup>st</sup> 002 & 004: 11:59pm Nov 28 <sup>th</sup>
Resume:	Create a professional resume. Each student will have their draft reviewed by the career center, and then submit a finalized resume.	001 & 003: 11:59pm Oct 17 <sup>th</sup> 002 & 004: 11:59pm Oct 17 <sup>th</sup>
Attending a Career Center Event:	Provide documentation, indicating that you attended an event at the career center. Documentation can consist of a screenshot of the digital meeting.	001 & 003: 11:59pm Dec 3 <sup>rd</sup> 002 & 004: 11:59pm Dec 3 <sup>rd</sup>

## Attendance Policy

Attending class and working with your group is required, and part of your grade. If you cannot attend class because you are sick you can meet with your group online via Discord during class. Attending these meetings will help ensure that you are actively participating in your team project which is a requirement of the class.

## Turnaround Time

Instructor will reply to all feedback in a reasonable amount of time, and the same expectations are made for students. Expectations are listed below.

**Communication:** Responses to email communication and questions will be given within 24 hours

**Assignment Grading:** Grades for assignments will be returned within 72 hours of due date.

## Syllabus Change Policy

This syllabus is a guide and every attempt is made to provide an accurate overview of the course. However, circumstances and events may make it necessary for the instructor to modify the syllabus during the semester and may depend, in part, on the progress, needs, and experiences of the students. Changes to the syllabus will be made with advance notice.

## Policies and Procedures

This section contains some general rules that will be enforced during this course. Please review these guidelines carefully. The course is governed by the policies and procedures of the university (<http://www.sc.edu/policies/ppm/staf625.pdf>). Violations of this code can result in actions varying from a failing grade to expulsion from the university.

## Academic Integrity

University policies and procedures regarding academic integrity are defined in in policy STAF 6.25, Academic Responsibility - The Honor Code (see <http://www.sc.edu/policies/ppm/staf625.pdf>). Prohibited behaviors include plagiarism, cheating, falsification, and complicity. All potential Honor Code violations will be reported to the Office of Academic Integrity, which has the authority to implement non-academic penalties as described in STAF 6.25. Academic penalties for Honor Code violations in this course range from a zero on the assignment to failure of the course.

## CSCE 190 Academic Integrity

Examples of Academic Integrity violations in CSCE 190 include:

- Copying another students paper
- Copying a paper or idea from the internet

You may reference work from the internet with proper citation, assuming you do not simply copy it.

## Accommodating Disabilities

Reasonable accommodations are available for students with a documented disability. If you have a disability and may need accommodations to fully participate in this class, contact the Student Disability Resource Center: 777-6142, TDD 777-6744, email [sasds@mailbox.sc.edu](mailto:sasds@mailbox.sc.edu), or stop by Close-Hipp Suite 102. All accommodations must be approved through the Student Disability Resource Center.