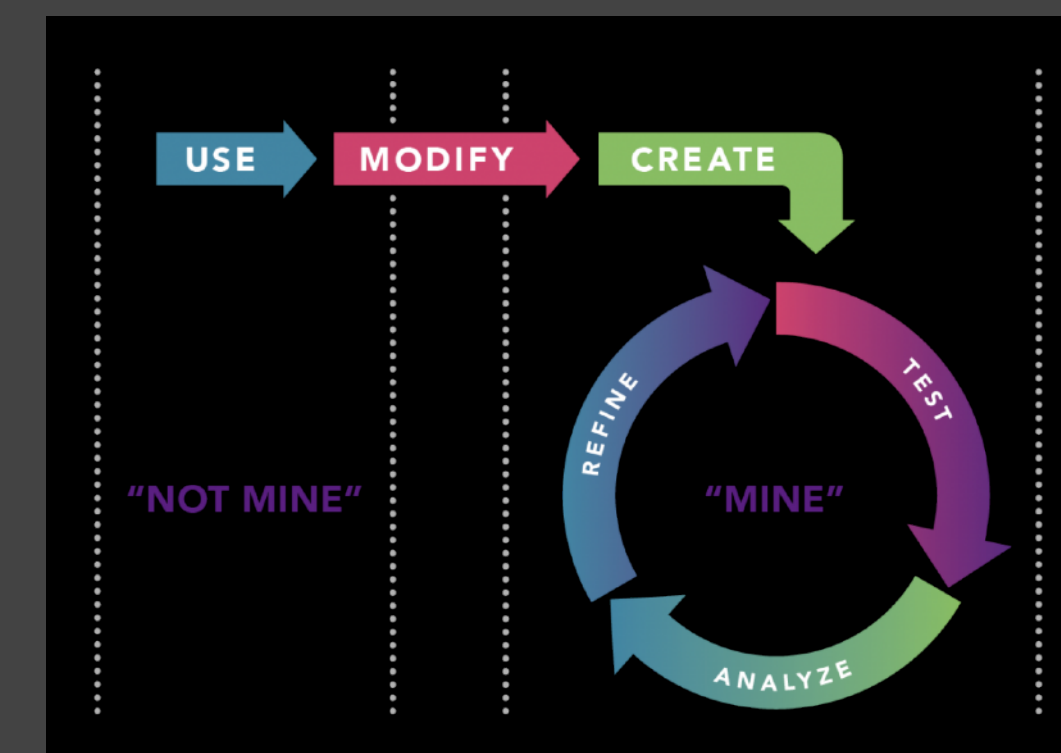
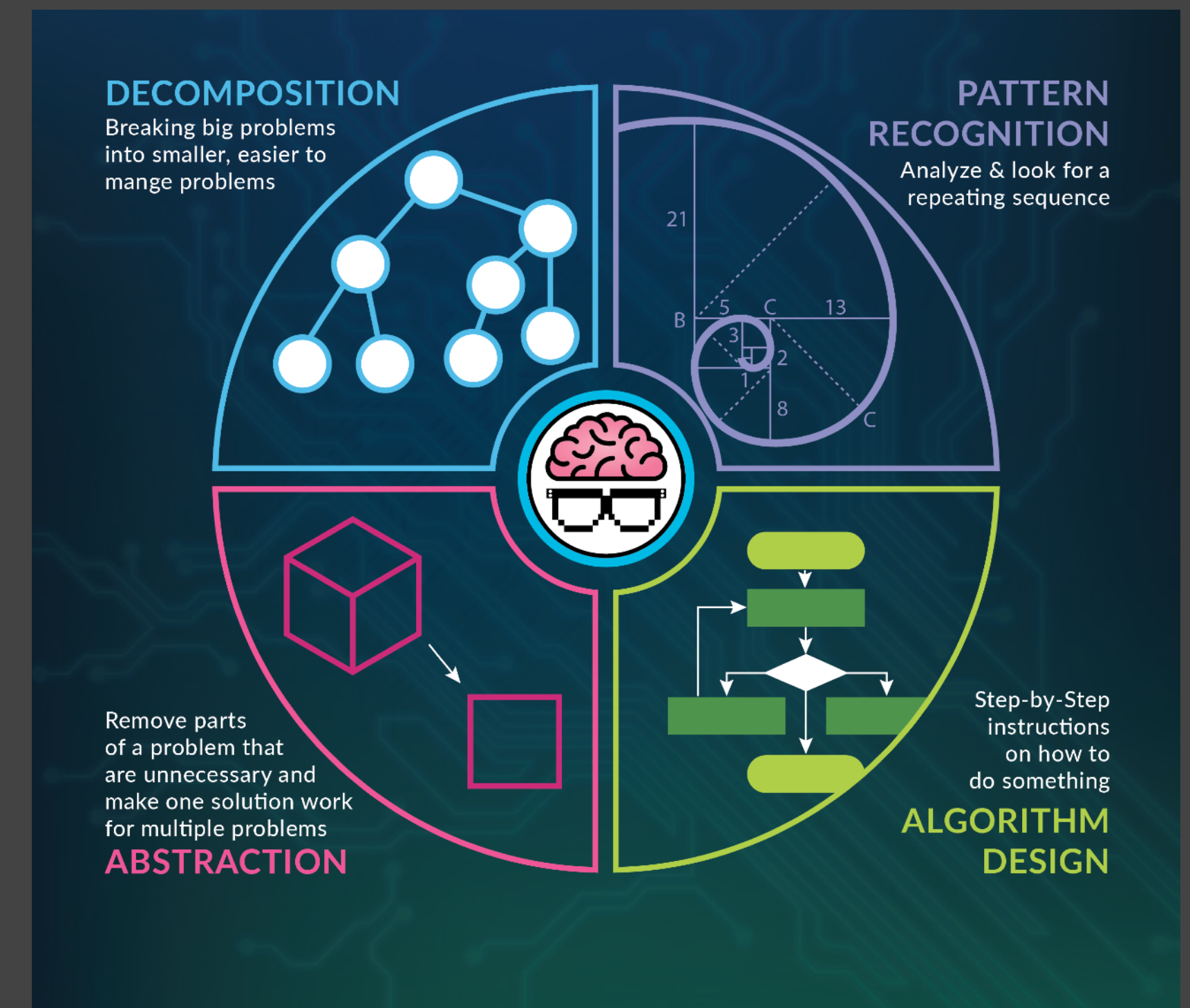


Computational Foundations 1

ATLS 1300
Tues, Jan 14th

Welcome!

- In this class we will:
 - Learn computational thinking
 - Learn comprehensive Python programming skills
 - Learn crucial coding practices
 - Create really dope digital art



Dr. Z, a neuroengineer

- Instructor, STEM Outreach Coordinator
- Informal, immersive STEM education
- PhD in Neuroscience
- Use engineered setups/programs to explore neuroscientific questions
- Flying snake VR
- Languages: Python, C#, C++ (MATLAB, R)

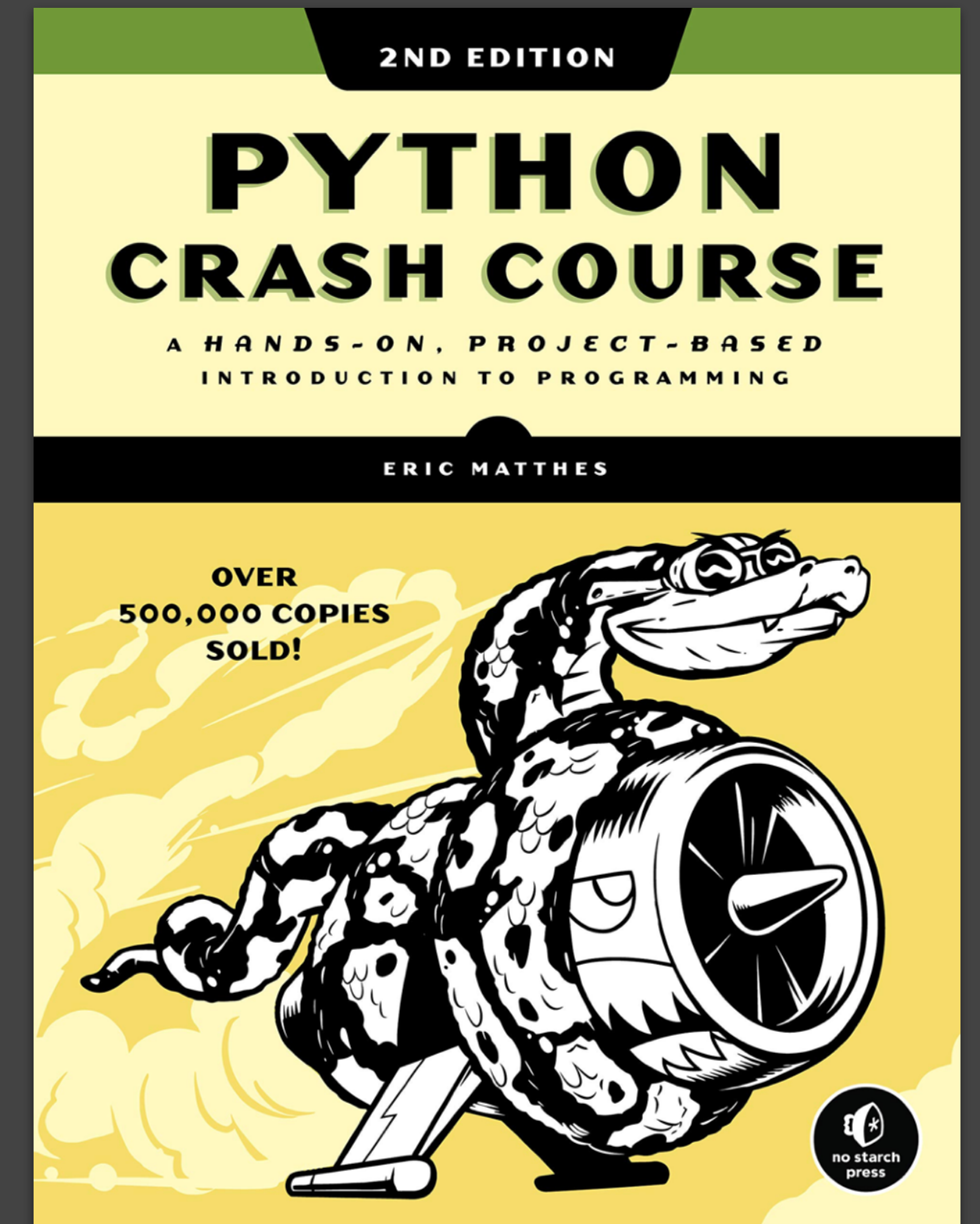
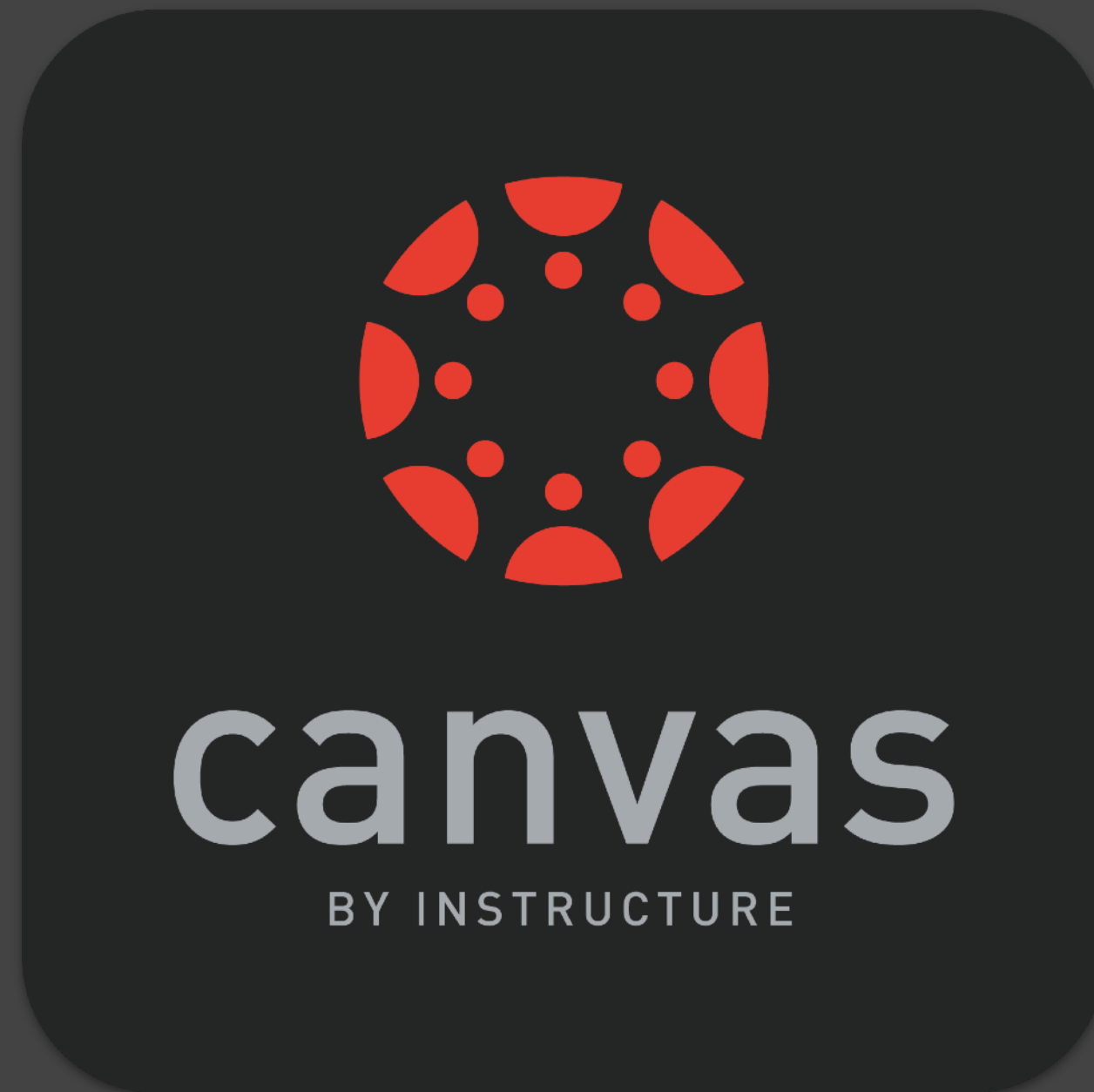
Meet your LAs!

- **Yilin Gong**
 - Section 11, 8-9:15a
- **Mallory Benna**
 - Section 12, 9:30-10:45a
- **Megan Felsch (Head LA)**
 - Section 13, 11a-12:15p
- **Caileigh Hudson**
 - Section 14, 12:30-1:45p

What to expect this class

- Heavy use of Canvas for assignments, quizzes, projects, resources, and more
- Weekly projects
 - Drawing, animation, sound manipulation, user interaction, games, data visualization
- As challenging as it is fun!

Tools



eBook available

Course breakdown

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

Course breakdown

Bootcamp															
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

New concept weekly
Practice concept with Programming Challenge

Course breakdown

		Bootcamp						Spring break WOO							
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

Course breakdown

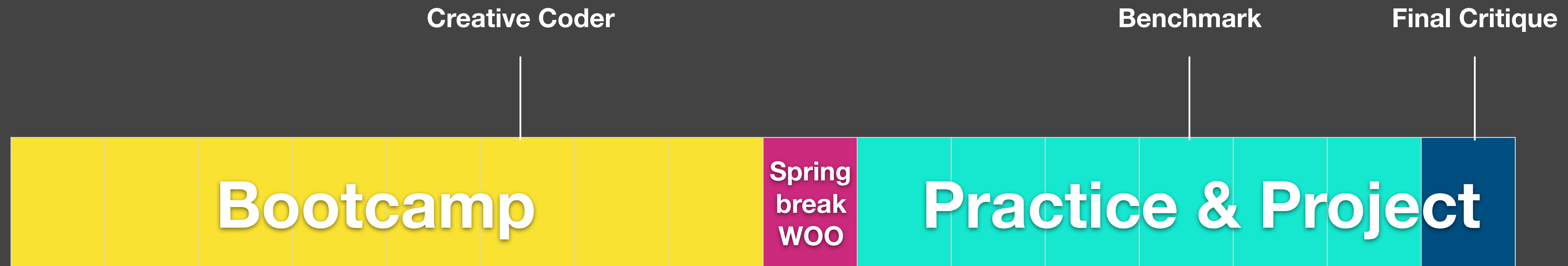
		Bootcamp						Spring break WOO	Practice/ Final Project						
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

Expansion on concepts
Practice concept with Programming Challenge
Do your own thing with final project

Major course events

- **Creative Coder Presentations** - Feb 28th
 - 5 min presentation on a creative coder of your choice
- **Benchmark exam** - Apr 10th (plus retakes)
 - Tech practical that **MUST** be passed to pass the class
- **Final project** - Apr 28th, 30th

Course breakdown



Expansion on concepts
Practice concept with Programming Challenge
Do your own thing with final project

Programming Challenges

- Starting this week, 1 PC per week
- Exercise new concepts, practice programming
- 4 points each (toward final grade)
 - Up to 0.5 pts extra credit.
- Most likely to give out B's
 - A's are exceptional
 - C's are status quo

Recitations

- Weekly Programming Challenge
- Work in with “lab partner” to create code that meets criteria
- Aim to complete in recitation
 - Turn in no later than **WEDNESDAYS AT 5 PM**
- Grading rubric posted with assignment

Coursework

- **Readings** - before class begins
- **Clicker questions**
 - Attendance
 - How I know how you are doing
 - Focus on reading, programming concepts
- **“Quizzes”**
 - Online canvas quiz every 2 weeks (5 total)
 - 5 questions, similar to clicker questions

Grading & Attendance

Category	Points
Programming Challenges	~45*
Final Project	25
Quizzes & Clicker Questions	15
Creative Coding Presentation	10
Online Portfolio	5
Technical Benchmark	0**

- 3 absences per semester
- 3 lates = 1 absence
- Applies to lectures AND labs

Boundaries

- No late work is accepted
- You must post your own work! (Even though we work in pairs)
- If you use code you find online you **MUST**
 - Describe what it does
 - cite where it came from
 - indicate if it was modified

Code is art and
intellectual property

Accommodations

- Provide a letter to me BEFORE exam/assignment/need
- eBook available
- Taking notes on phone/laptop, OK
- Unsure? Come talk to me.
- New event/issue? Come talk to me.

Tips for Success

- Check Canvas regularly
 - Lecture slides, videos
 - Discussions, Announcements
 - Calendar
 - Practice problemsets, quizzes, external resources
- Do the readings
 - You're not going to read much, so do it. It'll help you. I promise.
- Complete the assignments

Tips for Success


- Ask for help, ask for help, ask for help!
 - Canvas Discussions, Walk in hours, LAs, Dr. Z
- Take creative risks!
- Don't plagiarize!
- Create a folder for this class, and another folder for each PC


Upgrade your OS today!

MAC: Anaconda has some issues with High Sierra (10.14).
Upgrade to Catalina (10.15) if you can.

Install Anaconda 3

<https://www.anaconda.com/distribution/>

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- Manage libraries, dependencies, and environments with

