

Computing for mathematics: week 1

Introduction

Aims of this week

At the end of this lecture students will be:

- Familiar with the structure of the initial first 11 weeks of the module;
- Familiar with Python

Timeline

Before the Lecture Students to find out what groups they are in.

Lecture

- 0 - 5 mins: Introduction and description of resources
- 5 - 25 mins: Demonstration of what python can do (Show game theory, show estimating pie, show online game: get students to play on their phones?).
- 25 - 30 mins: Description of timetable
- 30 - 40 mins: Description of **tickables**
- 40 - 50 mins: Any questions?

After the lecture Students will be given access to lab sheets and pointed towards reading.

Assessment

NA, this is an introductory lecture.