**INFO1111 – 2022 Sem 1**

**Computing 1A: Professionalism**

**Week 1 - Tutorial**

**Focus**

* Introductions
* Practice: Team project / team formation
* Self-learning

**Reminders**

* Make sure you turn up to the tutorial to which you are allocated in the timetable system!
* Make sure you turn up to your tutorial on time (either in the class for face-to-face tutorials, or online for remote tutorials).
* For those who in online tutorials, whilst in a zoom call you should ensure that either your camera is on or you have a photo of yourself loaded in zoom (so that your tutor knows what you look like). This is to help ensure that the classes are as engaging as possible.

**Welcome and Introductions**

20 mins (0:05-0:25)

* Over the next 13 weeks you will be spending a lot of time with your tutor and the other students in your tutorial class, so it would be good to get to know your tutor and your peers (especially since for many of you, this will be your very first semester of University).

**Self-Assessment / Professional Planning**

15 mins (0:25-0:55) – Change / Self-Learning

* Possibly more than any other field, computing is changing rapidly (and driving changes in other areas as well). Because of this, a critical skill for anyone working in this area is the ability to continue to learn new skills and knowledge. Two of the key enablers of this continual learning are self-assessment (i.e. knowing what your strengths are, and what are your gaps) and planning for your continual development.
* Your tutor will get you to do an initial self-assessment. When indicated, you should download the self-assessment instrument from Canvas and spend ~10 minutes starting to work on it.
  + See: <https://canvas.sydney.edu.au/courses/40692/files/21892704>

*10 mins (0:55-1:05) – Short break*

**Self-Learning - MarkDown**

5 mins (1:05-1:20) – Self-Learning – MarkDown exercise

* *MarkDown*: The intent of this activity is to give you a chance to learn something new, and especially to practice *Metacognition* (*meta* sort of means “about”, and *cognition* is how you think – so *metacognition* is thinking about how you think – or in this case, how you learn).
* Some key things about this activity:
  + The exercise is about exploring how you personally can learn something new.
  + This means that doing it with someone else (i.e. getting a friend or a tutor to “teach you”) is not helpful!
  + It isn’t marked – so you won’t lose anything by not getting help
  + It is designed so that you can probably get to 50% in less than 30 minutes, to 80% in an hour, to 90% in 2 hours, to 95% in 3 hours etc.
  + So, the goal is not to keep spending time until you get it perfect (though there will probably be some students who will be keen to try). Rather, it should be about seeing:
    - what aspects were easy to learn and what aspects were hard to learn
    - what sources of information were helpful?
    - did you have good search strategies?
    - And how do you decide when you know ‘enough”
* On Canvas, under the week 1 resources, you will find a “markdown.pdf” document. This document is a set of meta-instructions – i.e. it gives you instructions telling you that you need to recreate the instructions. You should download this document and have a quick read, and then ask your tutor if you have any questions.
* Then, outside of class time, try to see if you can self-learn MarkDown. By the end of the weekend upload your attempt to the submission link on Canvas. Your tutor will then discuss this further next week.

**Self-Learning – Individual Topic**

20 mins (1:20-1:30)

* One of the three categories of assessment in the unit is self-learning. For this, each student needs to have submit a proposal for their own self-learning project. This project is made up of a selected topic (e.g. Javascript) and an application you will create to demonstrate what you have learnt (e.g. a simple web-based game).
* The topic is selected from a pre-defined list. If however you are keen on self-learning something else, then you can submit a proposal for an alternative topic (though you still need to specify one from the list, in case your alternative is not approved).
* Your tutor will discuss this and provide an opportunity for any questions.

**Practice - Team Project**

10 mins (1:30-1:50)

* Your tutor will explain the team project and discuss issues associated with teamwork, as well as help you start to form teams.
* Your tutor will discuss issues around teamwork, and how you learn from others. You might like to have a think about whether a team where everyone is a friend and is similar, or a team where the members are quite different, will function more effectively?
* Then, after the tutorial, have a read of:
  + <https://hbr.org/2016/11/why-diverse-teams-are-smarter>
  + <https://www.forbes.com/sites/sianbeilock/2019/04/04/how-diversity-leads-to-better-outcomes/?sh=697034465ced>

**Wrap-up**

5 mins (1:50-1:55)

* Your tutor will check whether you have any final questions.