CSCE 190 Fall 2024 Syllabus

Computing in the Modern World

Course Details

Credits: 1 hour
Times and Locations:
Mondays 12:00-12:50 pm INNOVA 1400

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.
Textbook: None required

Contact Information

Instructor:	William Hoskins
Email	hoskinsw@cec.sc.edu
Office	INNOVA 2221
Office hours	Virtual by appointment via Teams
TA:	Kat Wyandt (kwyandt@email.sc.edu)

Academic Bulletin Description

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

Prerequisites or 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

Technology Requirements

- A reliable internet connection
- A speaker, microphone and webcam for effective online meetings
- Students will collaborate in groups via in-person and via collaboration tools
- 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 blackboard.sc.edu. This includes videos, and assignments.
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
- Visit the career center or attend an 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
- Create a portfolio

Deliverables

Foundational Deliverables:
5 pts: Create a Discord account, join the class server, Install VS Code
5 pts: Create a Github account, learn to use Github
5 pts: Attend a Career Center event or visit the Career Center

Project Management Deliverables:
5 pts: Github website shell
5 pts: Problem statement*
5 pts: Affinity diagram*
10 pts: Sketches*
10 pts: Paper prototype*

Portfolio Deliverables:
15 pts: Resume draft
5 pts: Review resumes for classmates*
10 pts: Finalize resume
5 pts: Personal mission statement
5 pts: Upload personal repos, link into portfolio

10 pts: **Final submission**

*Marked items may be completed in small groups. All others must be completed individually.

Grading

There's roughly one assignment each week. Some are individual, some are group-based. Students must contribute fairly to group assignments. See the schedule below for details.

Foundational assignments	15 points
Project management	35 points
Building a portfolio	50 points
Tests and Exams: None	0 points
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Total points	100 points total

WARNING: Blackboard might not show your total score properly as "XX/100" points.

Final grade ranges:
90-100=A, 87-89=B+, 80-86=B, 77-79=C+, 70-76=C, 67-69=D+, 60-66=D, 0-59=F

Any discussions regarding assignment grades must take place within 1 week of each assignment's due date.

Deadlines and extensions: Please discuss any needs for extensions and deadlines with the instructor (not the TA). **All extensions must be completed by the last day of classes.** No exceptions.

Schedule

Week	**Content**	**Assignment**
1	Intro, syllabus, calendaring, VS Code	Discord account, install VS Code
2	Github, HTML, VS Code	Create Github account
3	More HTML and CSS	Github website shell
4	Brainstorming, problem statement, more CSS	Problem statement
5	Affinity diagram, documenting solutions	Affinity diagram
6	Prototyping (paper, hi-fi)	Build paper prototype
7	Video presentations	Post paper prototype video
8	CSE Majors, career paths	Write a mission statement
9	Creating a portfolio	Mission statement on portfolio
10	Resumes	Resume draft on portfolio
11	Resume feedback	Review 3-5 resumes
12	Resume final	Update portfolio with resume
13	Thanksgiving Holiday	None (Thanksgiving)
14	Github code repos	Update portfolio with repos
N/A	Last day of classes: 6 Dec	**All extensions end**
Final	**30 April 2025 by 3:00pm**	Submit your portfolio link
ANY	Career event	Attend a career event

Attendance Policy

Attendance is strongly encouraged, but not tracked. Lectures are recorded for your benefit. If you cannot attend in person, you are expected to watch the recording.

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 the due date.

Syllabus Change Policy

This syllabus is a guide and every attempt is made to provide an accurate overview of this 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 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 student's paper
- Copying a paper or idea from the internet
- Copying a response from ChatGPT

You may reference work from the internet with proper citation (explain on your website where you found it), 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: 803-777-6142, TDD 803-777-6744, email sasds@mailbox.sc.edu, or stop by Close-Hipp Suite 102. All accommodations must be approved through the Student Disability Resource Center.