CS 581 – Online Social Networks
Charles V. Schaefer, Jr. School of Engineering & Science
Spring 2019

Instructor: Dr. Cheryl A. Dugas
Contact Info: cdugas@stevens.edu   or   cheryl.dugas@gmail.com

COURSE COMPONENTS

1. Several short programming assignments and one slightly longer student-designed end-of-term project that involve working with online social network APIs or graphs.
2. Readings and problems involving social network properties, using a text (provided in .pdf format).
3. Readings and assignments concerning online social networks in general, especially regarding recent events in the news.
4. Discussion board: discuss the week's topic or any other part of online social networks, especially current news and articles.

COURSE MATERIALS

Textbook: Networks, Crowds, and Markets: Reasoning about a Highly Connected World
by: David Easley and Jon Kleinberg
This text is available on the course Canvas site for reading or download, and can also be found at:
https://www.cs.cornell.edu/home/kleinber/networks-book/networks-book.pdf

Readings: articles or links provided on Canvas site

COURSE SCHEDULE
There is an assignment each week. See separate document CS581_SCHEDULE.pdf posted on Canvas.

CANVAS SITE
You are responsible for checking the site regularly for announcements, and for completing assignments according to the instructions and schedule on the site. Unless otherwise indicated, all assignments are to be submitted via Canvas. It is your responsibility to check that your assignment has been successfully uploaded to Canvas. Computer, Internet, or Canvas problems will not be accepted as an excuse for a late or missing assignment.

GRADING PROCEDURES

Grades will be based on:

Class Participation	4%	
Written Assignments	56%	*(7% each)*
Programming Assignments	28%	*(7% each)*
End-of-Term Project	12%	

	100%	

Notes on grading:

Class Participation: You are expected to maintain an ongoing relationship with the course – not just a once-a-week drop-in. The discussion forum is an important part of the course, and your participation grade depends largely on your interaction with others on the discussion board, which means two-way interaction and not just random postings. You are expected to post meaningful comments at least twice a week. You may start a new discussion or continue an existing one. Online social networks are constantly changing, and you are encouraged to submit news articles and other current materials that you come across.

Written Assignments: Written assignments are individual assignments. All written work must use complete sentences and proper grammar. If you need help with writing, Stevens has a Writing and Communications Center that – despite its misleading URL – is available for both undergraduate and graduate students: [The WCC site is also reachable through MyStevens]
https://www.stevens.edu/academics/undergraduate-studies/writing-communications-center
Caution: *Be sure you understand plagiarism and reference citation. Plagiarism will result in a zero grade for the assignment*.

Programming Assignments: Programming assignments are used to illustrate characteristics of online social networks and are not meant to be difficult. Please follow the guidelines posted on Canvas regarding annotation and comments. You may work with a partner on programming assignments, although you will be expected to create a program that includes more than the bare minimum requirements or otherwise reflects the work of two students rather than one. If you "borrow" code, be sure to document the details of the source; otherwise it will be considered plagiarism and result in a zero grade for the assignment. Programming can be done in a variety of languages. Most students in the class will probably know java or C++. However, Python is a great choice for this course because (1) there is a lot of support for working with OSN APIs in Python, (2) Python is a great addition to your resume, and (3) Python is fun and easy to learn. Materials or links to aid in learning Python will be posted on the canvas site, although you can find an enormous amount of supportive materials of all kinds online.

End-of-Term Project: This is a student-chosen and student-designed project. It should be more in-depth than the other programming assignments, go a bit farther than those did, but not enormously so. You may work with a partner under the same conditions as for programming assignments.

Extra Credit: Students sometimes ask about extra credit at the end of the semester, and my answer is always no. However, you can earn extra consideration during the semester by being active on the discussion board and illustrating diligence and some extra effort on your assignments. This would help you to rise to the next grade level if you are borderline: for example, a B+ might be raised to A-, and A- to A, etc.

Late Work: Late assignments are penalized 20% per day or fraction of a day.

Re-submission: This is not normally allowed, and is handled on a case-by-case basis. Students may generally re-submit an assignment that they really mess up, usually for half credit.

Grading Questions: Once an assignment grade is posted, you will have two weeks to question your grade. After that, the grade becomes final and unchangeable

Other Issues: I realize that there is life outside CS581 and things can get complicated. If you are experiencing unusual difficulties, please let me know right away so that we can address it.

Stevens Graduate Grading:

A	100% to 93%
A-	< 93% to 90%
B+	< 90% to 87%
B	< 87% to 83%
B-	< 83% to 80%
C+	< 80% to 77%
C	< 77% to 73%
C-	< 73% to 70%
F	< 70% to 0%