Important information regarding Programming I (PG1).

1. Programming I is a challenging class. Many beginning students enrolled in the class feel it is intended for experienced/knowledgeable engineers. This is not true. The class starts with the basics of Software Engineering and progresses through basic programming concepts and lingo. I believe this is analogous to a small child learning the alphabet, to read, to write simple sentences, to count, to perform simple arithmetic and to solve word problems in the span of a single month instead over the period of several months/years. Fortunately, you are not small children and should already have a basic understanding of math, logic and problem solving – we'll just expand on that knowledge and teach you a new vocabulary (the lingo of Software Engineering).   
     
   Some of you will pick this up more slowly than others. If this applies to you, please don't give up and 'ghost' me. Reach out for help. I will do my best to accommodate your schedule (based on my schedule and time zone differences). The worse possible thing is to simply give up and plan to retake the class in the future. Again (for emphasis): Programming I is a challenging class.
2. Several early classes a degree at Full Sail can set/determine the tone for your future success. We refer to these as 'two-strike' classes. We use the term two-strike to indicate there is a requirement to successfully pass the class within the first two attempts. Please note, withdrawing from a class does not count as one of the two attempts.  
     
   Programming I is a 'two-strike' class. If you are unsuccessful in PG1 on your first attempt, you are allowed one 'automatic' retake.   
   If you are unsuccessful in the second attempt, a few things occur:
   1. You will not be allowed a third attempt without department permission. To be granted a third attempt, there should be a reasonable explanation why you were unsuccessful in the first two attempts.
   2. You will be scheduled for 'General Education (GenEd)' class the month following you second unsuccessful attempt.
   3. While taking the GenEd class, you will be contacted to find out why you were unsuccessful in your first two attempts.
   4. Based on your response, it may be decided to allow a third (and most likely, final) attempt at PG1 OR it may be decided that it is in your best interest to change to a different degree program at Full Sail.
   5. If you are granted a subsequent attempt, there may be additional requirements placed on you during any subsequent attempts (one such examples is mandatory attendance during office hours sessions).

Please complete the below and submit the below acknowledgement with Lab #1.  
  
Name: Baylen Jones

Degree/Program: Computer Science with Concentration in Mobile Development

Acknowledge by initialing below (typing your initials is acceptable – you don't need to print and scan back in):  
  
BJ I understand that PG1 is a 'two-strike' class.