

Informatics 1: Introduction to Computation

Generated by LectureMate

February 22, 2025

1 Introduction

Welcome to Informatics 1, also known as Inf1 A. This course serves as an introduction to computation for new university students. The lecture will cover the course structure, teaching staff, topics, and practical applications.

2 Teaching Staff

2.1 Lecturers

The course is taught by:

- Don Santella - Functional Programming
- Julian Bradfield - Computation and Logic

2.2 Support Staff

Additional support includes:

- Alice Graham - Teaching Assistant
- James Garforth - Course Organiser
- Kendall Reed - Administration

3 Course Structure

3.1 Topics Covered

The course consists of two main strands:

- **Functional Programming:** Using Haskell, focusing on coding and algorithmic thinking.
- **Computation and Logic:** Covering symbolic logic and finite automata.

3.2 Course Goals

The aim is to provide a solid foundation for future studies in informatics, including areas such as AI, robotics, and machine learning. The course emphasizes the intellectual depth of informatics beyond just technical skills.

4 Course Schedule

Lectures are scheduled as follows:

- Mondays and Tuesdays: Functional Programming
- Thursdays and Fridays: Computation and Logic

All lectures will be recorded and live-streamed for accessibility.

4.1 Tutorials and Labs

- Tutorials will begin in the second week, with exercises due every Tuesday.
- Drop-in labs are available daily for additional support.

5 Assessment and Grading

5.1 Assessment Components

The course includes:

- Two quizzes per week (one for each strand)
- Weekly tutorial exercises
- A programming project at the end of the course

5.2 Grading Criteria

Each quiz is worth one point, while tutorial exercises are graded from 0 to 4 points. The programming project is worth 20 points. The best eight out of ten tutorial grades will be considered for final grading.

6 Resources

6.1 Textbook

A recommended textbook is available for free electronically through the library. Physical copies can be purchased at a discount from various retailers.

6.2 Online Resources

All course materials, including lecture slides and exercises, will be available on the course's Learn page. Students are encouraged to utilize the Piazza forum for questions and discussions.

7 Conclusion

This course requires active participation and consistent effort. Students are encouraged to collaborate but must understand the material they submit. The focus is on learning and applying concepts in functional programming and computation.