1 Goal:

1. Learn Prgramming Methodology
2. Learn how to program
3. Glimpses into the subject areas of computer science
4. Feeling how computer science ticks
5. Fall in love with computer science.

2 Roadmap for CS1101S

3 This year: Plan

Introducing the Source Academy

3.1 Flow

- `Wednesday` lecture with path and textbook sections

  Textbook 1.1.1 - 1.1.4

- `Wednesday` recitation, hands-on material related to lecture(attendance taken)

- `Friday` lecture with path, tend to focus on ̈special ̈topics

- Monday/Tuesday discussion groups, in-depth material related to lecture

- Mission, side quests, contests

3.2 Schedule

Event	Date
Midterm	28 Sep
PE	10/11 Nov
Final assessment	23 Nov
Sumbot Contest	12 Oct

3.3 Source Academy - The Game

7 problem sets, containing 22 main missions
Contests on graphics, acoustics, robotics, game development
24-hour grading

3.4   Assessment

- 35% Missions

- 5% Discussion Group Participation

- 15% Midterm

- 15% Practical Exam

- 30% Final Assessment

The grade is not bell curved.
S/U option is available.
CS2020 requires at least A^-.